The Five Star Stories
The Role-Playing Game

This RPG is incomplete. It's been in the works for a long time now and I honestly don't know when I'll complete it. Life just gets in the way. For now, this contains the "guts" of the game and is playable. If you have any questions about this game, please email me.

-Ed Gomez
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INTRODUCTION

The universe of *The Five Star Stories* (FSS) is the most detailed and diverse of any animated or manga storyline. The **manga**, the Japanese word for comic, was entirely written and drawn by **Mamoru Nagano**. All artworks from the book are his own except for artwork with the initials "*PAMS*." The storyline of *Five Star Stories* spans hundreds of centuries with constant introductions of new characters and plots. The plots of FSS are all tied together with such complex intricacy that it puts all American comics to shame. All characters in the manga develop almost full lifelike histories that Nagano has printed "score cards" and additional character books.

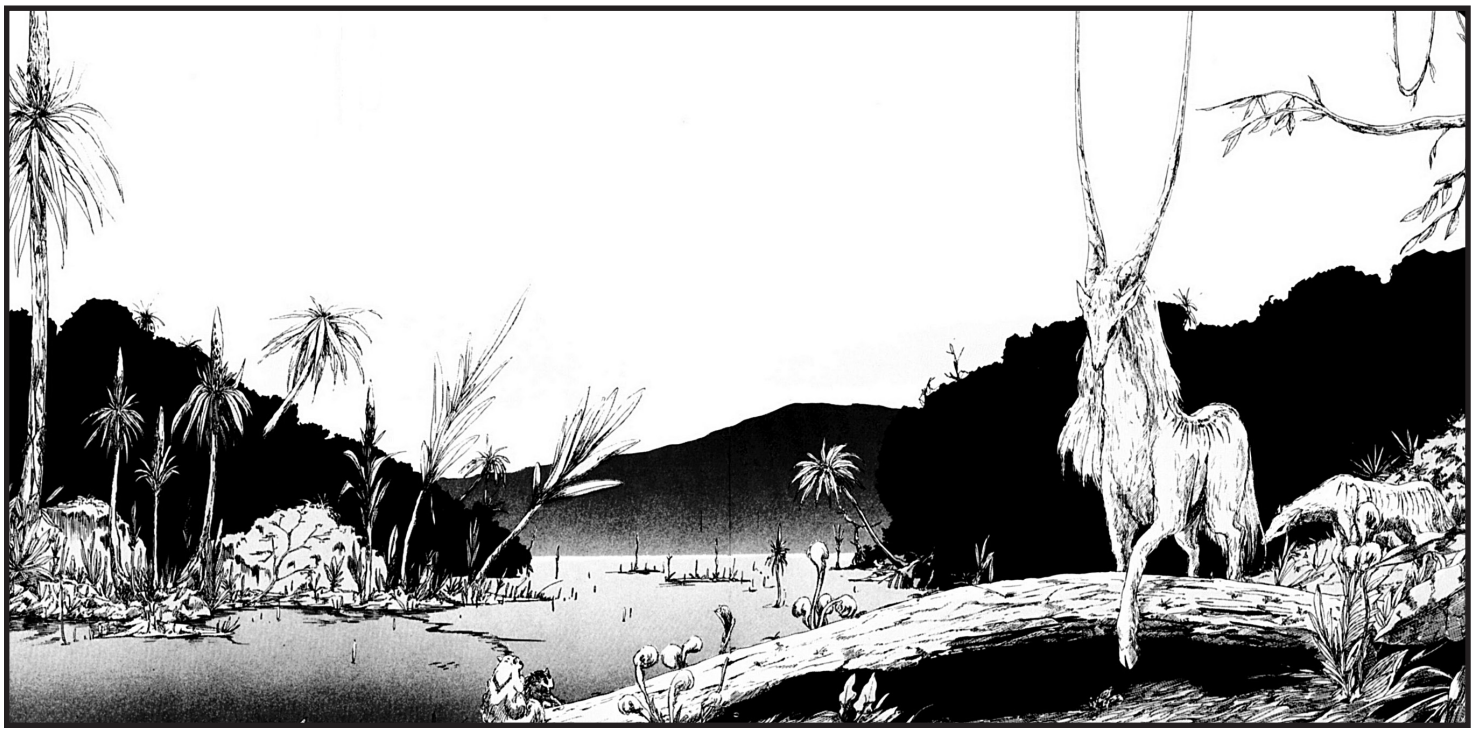
The *Five Star Stories* began as a feature manga in the Japanese animation magazine, *Newtype*, early in 1986. Mamoru Nagano established himself as a top manga artist. His first success was *Fool for the City*, which was the predecessor of *Five Star Stories*. He also had a large part as character designer for the animated series *Heavy Metal L-Gaim* in the early 1980s. As *Five Star Stories* gained popularity and even cult status in Japan, there were exhibitions of Nagano's art and even FSS conventions in Tokyo. The rise of his popularity is due to his excellent quality line art work and the popularity of his FSS model garage kits in the scale modeling community.

Get ready to experience the vast universe of *The Five Star Stories: The Role-Playing Game*. You become part of a world of war, honor, survival, and glory. The vast universe of the **Joker Systems** is filled with many worlds. Most are well known and more that are unexplored. Each world has its mysteries and wonders to explore, both gross and erotic that will fill your senses. You will also be caught between the forces of good and evil, not knowing really which is which. Nations, kingdoms, empires fight each other with mighty war machines to destroy their enemies or fight for freedom. In this universe, you are born, you live, you will die in.

How to Role-Play

In *The Five Star Stories: The Role-playing Game*, the player controls the character, an imaginary person who lives in the word of *The Five Star Stories*. The characters actions are resolved out by the rules of the game and the gamemaster. Players can have characters do anything they want to, but within the game rules.

The **gamemaster** (GM) is the person who runs the game. If the character does anything in the game, the gamemaster decides what action happens, within the rules of the game. The game is not controlled by the players. The gamemaster controls the game, world, and all the events that happen in it. He also describes the world in which the character lives in to the players and controls all the non-player characters in the world. The most



important job of the gamemaster is to create a scenario, an adventure the characters experience, with interactive **non-player characters** (NPC's), and rewards for success.

To role-play your character, let the GM describe the setting the character is in. Imagine the setting in your mind. Every player will have their own vision of the setting. Now pretend that you are the character, looking through his eyes. What do you see? What do you hear? What do you feel? With the GM's guidance, you are in the character's world. Listen to what the GM says.

GM: "You're sitting in your apartment living room, watching TV. The lights are dimly lit. The window is half-open so you feel the cool breeze coming in and hear the sounds of cars passing by down below. With a cold beer in one hand and the remote on the other, you feel relaxed watching that new awesome show, Robot Wars. Suddenly, you hear shots fired and a lot of people yelling and screaming. Knowing that you're the best cop in the force, you should do something." What to you do?

PLAYER: "I'll grab my gun in the closet and run out to the street."

GM: "You hear more shots being fired. They sound closer!"

PLAYER: "I run closer to where the shots are being fired."

GM: "You suddenly see a woman running down the hallway of the lobby. A guy in a trench coat is running after her, shooting a handgun."

PLAYER: "I yell, 'Stop! Or I'll shoot! ' while I'm running after him."

GM: "He turns around and starts shooting you!"

PLAYER: "I dive down for cover."

GM: "Sorry, no cover to jump down to. You're running after him in an empty hallway."

PLAYER: "Well, I hit the floor so that he has a harder time shooting me."

NPC: "I'll kill you to dirty bastard!"

PLAYER: "I'll fire a couple shots at the guy!"

GM: "The first bullet missed him, while the second struck him the neck! He drops dead in the floor"

PLAYER: "That was close."

Does it seem simple enough? This presents a simple scenario that anyone could go through, but the GM could create much more complex scenarios. Use your imagination. That is how you role-play.

Playing Materials

To play the *Five Star Stories* role-playing game, you need game players. At least three players are needed. One of them must be the gamemaster, the person who runs the game. The other two players play the characters of the game.

Before you begin role-playing the Five Star Stories, you need playing materials. A character record sheet is needed to create and record character data. Pencils and paper are also needed to write with and write on. You need dice to roll out the attributes and attack rolls. A variety of dice is available in your local hobby store. The least amount of dice you need are two four-sided (2D4), two six-sided (2D6), two eight-sided (2D8), two ten-sided (2D10), and two twenty-sided (2D20) dice. When the dice are rolled, usually the number on top is the rolled number. Four-sided dice rolls are read from the bottom number on all three sides. Finally, you need your imagination since imagination play a very big part of role-playing games. Good luck!

Sample Role-Playing Session

This excerpt is a sample of how a more detailed typical role-playing session is played. The story is based on the manga *The Five Star Stories: Book IV, Silver Knight*. Since the manga is in comic form, it was latter converted into novel form. The main characters in this story is Douglas Kaien, the Dark Knight and Fatima Auxo, Dr. Ballanche's 38th Fatima. The main non-player characters are Michael Lester, a member of the Bronze Knights and Dr. Prizen Corks-A Fatima Meight.

As an example, two people representing real players will play the two main characters. Steve as Douglas Kaien and Samantha as Fatima Auxo. Two non-player character are represented by the gamemaster as do all the other minor non-player character that are in the story. The gamemaster is John.

Role-Playing Session

Gamemaster (GM): Read paragraph 1 to 3 to players. Paragraphs 4 to 16, the players do not know these events are taking place inside the manor house. Read paragraph 17 to players. "What to you do Steve and

Samantha?"

Steve: "I'll go to the corner of the building." Says paragraph 18.

Samantha: Says paragraph 19.

Steve: Says paragraph 20.

GM: Reads paragraph 21 to the players. "You two hear the the officer in the background talking to the men." Reads paragraph 22. "What will you two do?"

Samantha: "I hug Douglas." Says paragraph 24. "Steve, lets try to make a break for it"

Steve: Says paragraph 25. "Okay John, Samantha and I will try to make a break for it."

Samantha: "I'm going to use 28 PKE for my hyper-running ability." Says paragraph 26.

Steve: "I'll use the same ability."

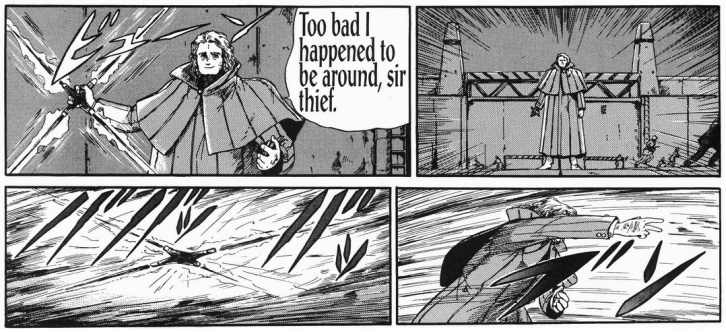
GM: "Samantha...Steve, by using your psionic ability both of your PKE point go down 28 points." Reads paragraph 27. "While you two are running, the guards see you. Get ready for combat. You two automatically get the initiative. You two hear more guards." Says paragraph 29. Players do not know that paragraphs 30 to 33. Says paragraph 34 and 35. Reads paragraph 36. "The gate is getting closer."

Steve: "I'll try ramming the weapons out of the guards hands with my sword." Says paragraph 37.

GM: "Okay Steve." Rolls a D20 and gets a 3. "You missed. Instead of knocking the guns out of their hands, you knock them down. Samantha, your move."

Samantha: "I'll do the same thing Steve done."

GM: Rolls a D20 and get a 15. "Okay Samantha, you succeed in knocking the gun out of one guard. As fast as both of you are running, you two left the guards far behind. Sir Lester suddenly appears in front of your two." Reads paragraph 38 and 39. "Okay Steve and Samantha, this is a new combat round. Roll for initiative."



NOTE: These actions are taking place in paragraph 40.

Steve: Rolls a D20 and gets an 8.

Samantha: Rolls a D20 and gets a 17.

GM: Rolls a D20 for Sir Lester (non-player character) and gets a 4. "Sir Lester wins the initiative. He throws the sword at Douglas." Rolls a D20 for a strike (+3 strike since he is just throwing it and receives a -3 to strike since Douglas is running) and gets a 12 total.

Steve: "I'm going to dodge." Rolls a D20 to dodge (+7 to dodge) and gets a 14 total. Says paragraph 41.

GM: Reads paragraph 42.

Steve: Says paragraph 43.

GM: Says paragraph 44 and reads the first two sentences of paragraph 45.

Samantha: "I'll try to knock Douglas down on the ground to protect him." Roll a D20 on an agility roll and gets a 19 (roll as to be lower than the agility trait).

GM: "Instead of knocking Douglas, you jumped in front of him and into the blast radius of the explosion." Rolls four-sided die (D4) times 10 and gets a 30. "Samantha, Auxo receives 30 point of damage to her damage hits (DH). Continues to read the rest of paragraph 45. "Samantha, is was a critical hit so you are knocked down unconscious for 16 hours." Rolls three six-sided dice (3D6) for the length of unconsciousness in hours.

NOTE: Samantha cannot dodge the explosion because she already used up one of her attack moves by jumping.

Steve: Says paragraph 46. "I'll catch her before he drops." Says paragraph 48. "John, I'll keep on running while hold her. I'll use my strength to carry her while running."

GM: "You get a -5 difficulty modifier on your roll." Rolls a D20 and gets a 15. It succeeds because Douglas' strength (STR) trait rating is 11. "You do it." Reads paragraph 49. Says paragraph 50 as Sir Lester. "He

pulls out a spud."

Steve: "I'll slow down and use my temporal copy ability. It takes up 57 PKE."

GM: Reads paragraph 51 and says paragraph 52. "Steve, you already used some of your PKE on hyper-running. As you split into three additional copies of yourself and of Auxo, the images begin to fade quickly. Sorry, you used up all your PKE points, but Sir Lester was shocked to see that. You're nearing the gate. It's about 5 meters high."

Steve: "Okay John, I'll jump over the gate with all my strength. I could leap up to five and a half meters.:

GM: Rolls a D20 (with a -5 difficulty modifier) and gets a 12. "You barely make it Steve." Reads paragraph 53. The players do not know that paragraphs 54 to 58. "Okay, you two are out. It will be morning soon." Reads paragraph 59.

Steve: Says paragraph 60.

GM: Reads paragraph 61. "Steve, you hear a the sound of a hovermobile coming towards you two. It stop and a figure steps out."

Steve: Says paragraph 62.

GM: Says paragraph 63 for the NPC.

Steve: "John, who is this person? Do I recognize her?"

GM: "You do, its Dr. Prizen Corks, a Fatima Meight."

Steve: Says paragraph 64.

GM: Says paragraph 65.

Steve: Says paragraph 66. "I'll go ahead and put Auxo in the car."

GM: Reads paragraph 67. Says paragraph 68. Reads paragraph 69. "Time passes and you are at the lab of Dr. Prizen." Reads paragraph 70. Says paragraph 71.

Steve: Says paragraph 72. "I'll walk over to where Auxo in laying."

GM: Says paragraph 73. Dr. Prizen used her medical doctor skill, a professional skill, while working on Auxo.

Steve: Says paragraph 74.

GM: Says paragraph 75.

Steve: Says paragraph 76.

GM: Says paragraph 77.

Steve: Says paragraph 78.

GM: Dr. Corks succeeds on the skill roll. Says paragraph 79.

Steve: Says paragraph 80.

GM: Says paragraph 81.

And so on.....

The Rules

Rules! Who needs them? The rules in this role-playing game are meant to be guidelines to players and the gamemaster to play in the *Five Star Stories* universe. Along with the rules in this book, the gamemaster could make up some "house rules" to suit his scenario. If the gamemaster finds that some of the rules do not fit the situation, do not follow it. Make something up to suit the situation. Remember, the gamemaster is emperor, nature, and god in the *Five Star Stories* universe. If the players do not follow your very whim or try to run the game themselves, penalize them! But penalize them with style, not outright penalization.

Role-Playing Game Terms

Here's a short list of RPG terms you're going to need to know before going on. At the end of book will be a list FSS-specific terms.

Agility (AGL): measure of dexterity and reflexes.

Attack Round: subdivision of a combat round.

Attraction (ATR): measure of physical beauty.

Block: action of defending by moving with the attack with dice rolls.

Body Armor: protection worn on the body.

Character Template: outline of character abilities.

Combat Round: completion of the combat phase equal to ten seconds.

Combat System: system of movement by attacking and defending.

Critical: a natural twenty doing critical internal damage only.

Cybernetics: technologically enhanced prosthetics.

Damage Hits (DH): measurement of life points of a character.

Damage Rolls: dice rolled to determine the amount damage points done to the target.

Defensive Rating: defensive property of body armor or any type of armor.

Dice (D): small multi-sided three-dimensional polygon marked on each face with numbers. A die is one "dice." The side that is read is the top of the die. An exception of the four-sided die. It is read by the num-

bers closest to the bottom of the die.

Dodge: action of defending by moving out of the way by counter dice rolls.

Endurance (END): measure of stamina and durability.

Gamemaster (GM): the person who runs the game.

Initiative: action of who moves first in movement with dice rolls.

Intellect (INT): measure of intelligence and skill proficiency.

Manga: the Japanese word for comic.

Melee Weapon: hand-wielded weapon used in attacking.

Natural Twenty: unmodified roll of the twenty-sided die doing double and internal damage. Applies to physical attacks only.

Non-Player Character (NPC): character played by the gamemaster or non-biased player.

Number of Attacks: attack and defend movement within an attack round.

Parry: action of defending by pushing an attack out of the way with counter dice rolls.

Player Character (PC): an imaginary person who lives in the imaginary world of the role-playing game.

Player: real life person who controls or acts out the player character.

Profile: characteristics of a character.

Projectile Attack: attack done with guns, missiles, or any other airborne object.

Psionics: special ability to manipulate objects with the mind. Also refers to the person with the ability.

Psyche (PSY): measure of mental endurance and will power.

Psychokinetic Energy (PKE): energy force used by characters with psionic abilities.

Record Sheet: form in which to record character information.

Role-Playing: game played by imagination or by acting out events.

Saving Throw: defensive die roll against an event or effect.

Scenario: adventure the characters experience with the world the gamemaster creates.

Skill Points: points awarded to increase abilities, usually five to nine.

Skill Rating: level of expertise from one to nineteen.

Skills: learned skills by the character.

Strength (STR): measure of physical muscle power.

Strike: action of attacking an opponent with dice rolls.

Traits: basic elementary statistics of the character.

Creating A Character

To become part of the wonderful, exciting, and complex world of the *Five Star Stories*, the player has to create a player character. A character record sheet is provided for the player to record his player character (PC) in all its intricate details. Creating a player character is a threephase process.

NOTE: For the rest of the book, the player will be referred to in the male gender form (he/him). This is used for the simplicity of the game and not meant to be biased toward males only. I apologize for any misinterpretation this may present to the female audience.

Phase One: Rolling the Six Traits

To start, the player has to figure out the **traits'** scores for the character. It's done by rolling two ten-sided dices (2D10). Trait ranges are from two to twenty. The average trait scores for "regular" characters ranges from six to ten. The six traits the character has are; **intellect**, **psyche**, **strength**, **agility**, **endurance** and **attraction**. Characters with above normal scores will receive additional bonuses.

Intellect (INT)

This is the measure of intelligence that the player character has. This trait also gives the PC the number of secondary skills he starts with. The beginning **skill points** are determined by multiplying four times his number of skills. Skill points are divided into all the skills the PC has. Each skill must have a minimum of one (1) skill point. With a 15 or higher, the PC will get a one time skill bonus added to (INT divided by 2 rounded up) skills. To determine the PC's approximate intelligence quotient, multiply by 10 (INT x 10).

Psyche (PSY)

This is the trait of the mind. It decides the mental strength, emotional stability, mental stresses, and psionics of a PC. With a psyche of 10 or higher and a 20 on a roll of a D20, the character receives the extraordinary ability of **psionics**. The other bonuses this trait gives are save vs. psionic attacks and save vs. insanity from emotional stress. PCs with psionic abilities have **psychokinetic energy (PKE)** points equal to PSY multiplied by two (PSY x 2). PCs without psionic abilities have psychokinetic energy points equal to the PSY trait.

Strength (STR)

This is simply the PC's strength or physical power. This trait plays part in figuring out the PC's base **damage hits (DH)**, the amount of damage done to the PC until he dies. Base damage hits is equal to strength plus endurance. With a 16 or better on the trait, the PC could do additional damage to anything he hits. The number of kilograms the character may carry is roughly equal to his strength trait times two. The PC could only lift his strength times 10 in kilograms. The character could jump equal to his STR divided by four. He could also leap equal to his STR divided by 2. Jumping and leaping are measured in meters.

Agility (AGL)

This is the trait that rates characters' dexterity, reflexes, and speed. Agility also determines the speed at which the character runs. The speed is 15 times the agility rating in meters per minute. Bonuses are added to the PC's **strike**, **parry**, **dodge**, **block** and **initiative**, if the trait score is high.

Endurance (END)

It's the stamina and durability of the character. This trait determines how long the character could run (endurance times 1.5) in kilometers until tired. The length of combat the PC can last is END divided by two (END / 2 rounded up) rounds. After that, the PC feels fatigued and could no longer maintain maximum performance. It also plays an important part in the PC's base damage hits. With a high endurance score, the PC will receive the following save bonuses: toxins, death/coma, and diseases.

Character Attribute Chart

Roll (2D10)	2–6	7–9	10	11	12	13	14	15	16	17	18	19	20
Intellect (INT)													
Number of Skills	4	5	5	6	6	6	7	7	7	7	7	8	8
Skill Bonus								+1	+1	+2	+2	+3	+3
Psyche (PSY)													
Number of Psionics			1	1	2	2	3	3	4	4	4	5	5
Save vs. Psionics										+1	+1	+2	+2
Save vs. Insanity									+1	+1	+2	+2	+2
Strength (STR)													
Additional Damage									+1	+2	+3	+4	+5
Agility (AGL)													
Bonus Strike								+1	+1	+2	+2	+3	+4
Bonus Dodge									+1	+1	+2	+2	+3
Bonus Parry									+1	+1	+2	+3	+4
Bonus Block							+1	+1	+2	+2	+3	+3	+4
Bonus Initiative										−1	−1	−2	−2
Endurance (END)													
Save vs. Toxins							+1	+1	+2	+2	+3	+3	+4
Save vs. Coma												+1	+1
Save vs. Diseases											+1	+1	+2
Attraction (ATR)													
Personal Training Skills Bonus*											+1	+1	+2

** Personal Training Skills Bonus applies to the following skills: Authority, Contacts, Persuasion, and Seduction.*

Attraction (ATR)

This simply is the beauty and attractiveness of the character. This skill gives bonuses to the following skills: authority, contacts, persuasion, and seduction. Note that this bonus applies if you have chosen these skills and is applied once only.

Phase Two: Choosing a Character Template

The next step in creating a character is to select a **character template** for the character. The character template gives the basic outline of the character at beginning levels. Look though the character templates and decide which one you want the character to be. Let the gamemaster help you in your decision because he might want to even out the character group in his scenario. Remember that this role-playing game is "group-playing" game. You can probably subdue a lone enemy, but you need a group when you face multiple enemies.

Prerequisite Traits

The character must have the prerequisite trait scores required to certain character templates. These are the minimum scores that the character must meet to select that template. Some templates may have higher or lower requirements that reflect the physical and mental demands of a particular template.

Major Training Skills

The template gives the **major skills** of expertise the character gets in that template type. These skills are the formal and on-the-job training the character gets form that template.

Secondary Training Skills

Besides the major skills, the character gets secondary skills. These are the skills gotten through everyday life, therefore, no formal training is given for these skills. Some of these skills are learned because they relate to the

major skills out in the field. Other skills might be from interests, hobbies, or other abilities learn from reading or watching others.

Cybernetics & Special Abilities

Some characters will have **cybernetics** and/or special abilities for that template. At beginning levels, most characters will have few or no cybernetics or special abilities. Cybernetics can be purchased with money at steep prices. Be aware that with some cybernetics, some other abilities might decrease. Special abilities, on the other hand, are increased through skill points. Some special abilities are psionics and other unique skills. If the character has psionic, each template will indicate an upper limit power level.

Additional Bonuses

Additional bonuses might also be given to give the character an edge. The basic bonuses are given to strike, parry, dodge, block, initiative, and skill points. Sometimes there will be other types of bonuses given, like to save bonuses. Note that the skill point bonuses in this section are added to the major skills only.

Upgrading a Character

During the life of the character, he gains experience and increases his current skills. This is a very important part of a character's life. The six traits cannot be changed at all.

Skill Points & Skills

To increase a character's **skill rating**, skill points are uses. Instead of using an experience level based system like other role-playing games, a skill point based system is used in this book.

At the end of a scenario, the gamemaster gives out skill points to each player. The gamemaster may also have a predefined number of skill points for that scenario to give out to the characters at the end of the scenario. The better a character does in a scenario, the more skill points the gamemaster gives to the character. You get skill points by good judgement, deductive reasoning, surviving conflicts, and playing a character role. Of course there are many other factors in which you could receive skill points. The average number of skill points a gamemaster gives to each player is about five to eight. In this way, character skills could be increased steadily, not too quickly and not too slowly. Also see **Skill Points & Combat** and **Skill Points & Psionics.**

You could use skill points to increase any skill rating of any skill you have. To increase a skill level, several skill points are used. The number of skill points is figured out by taking the current rating and adding the next higher skill rating. For example, if you have a skill rating of two (2) in basic electronics and want to increase it to three (3), it would take five (5) skill points (2 + 3 = 5) to make the two to three. Remember that you can only use as many skill points as you have, but not over of what you have. Note that you do not have to use all your skill points given to you by the gamemaster at the end of the scenario. Skill points can be accumulated for later use; however, you cannot accumulate more than twenty (20) skill points for

later use for skills. If you plan to use the skill points at the beginning of the next scenario, record it. Also let the gamemaster record the number of skill points you have. See Skill Points & Combat for exception.

Maximum Skill Rating

The maximum skill rating that a character may attain any skill is nineteen (19). The reason for this is that there is always a margin of error in anything a character does. Just as people in real life, characters are not always perfect.

Adding New Skills

All characters could select additional skills later, but it will cost them skill points. A character must have at least one skill with a ten (10) skill rating. All new additional skills will cost ten skill points to get. For example, you have basic electronics with a ten skill rating. You want to add basic mechanics to you skills list. Since you already have basic electronics with a skill rating of ten, you get basic mechanics, but it will cost you ten (10) skill points if you have it. If not, you must accumulate ten skill points.

Skill Points & Damage Hits

To calculate the base damage hits, add the STR and the END trait together. This will be the base DH for the character. Additional DH is added from other bonuses and from skills.

To increase the characters' damage hits (DH), it cost ten skill points to increase the current damage hits by one (1). The maximum number of damage points the character can have is the current damage points plus the STR trait.

Multiple Character Templates

The character may combine his current character template with another. First, the character must meet all the trait prerequisites. Second, all the major skills must have a skill rating of fifteen (15) or higher. Next, all duplicate skills from the new template are not added to the current skill list. Then, all new skills from the new character template start at a skill rating of one (1) despite any bonuses, the new template may have. Finally, the character may choose two (2) secondary skills, but at a skill rating of one.

Phase Three: Character Profile

The following set of charts and information is for rounding out your character. These are optional rules but you may want to add more detail to your characters' life profile. You may choose to roll dice to randomly select a characteristic or simply choose one. Some of the following profile tables are optional, therefore the player will not need it. The gamemaster may choose whether or not to require all character profiles.

Physical Characteristics

The physical characteristics of each character are different. Height and weight vary widely from person to person. The following charts require a 2D10 to be rolled. The first number is the minimum while the second is in addition to the minimum. Age only requires a D6 to be rolled. Sex is not included because players only have two options; male or female only.

Height (D10)	
1	140 + 1D10 cm
2	150 + 1D10 cm
3-4	160 + 1D10 cm
5-8	170 + 1D10 cm
9	180 + 1D10 cm
10	190 + 1D10 cm

Weight (D10)	
1	45 + 1D10 kg
2	55 + 1D10 kg
3-4	65 + 1D10 kg
5-8	75 + 1D10 kg
9	85 + 1D10 kg
10	95 + 1D10 kg

Five Star Stories Age Comparison Chart

To approximate the characters' age in the Five Star Stories universe, consult the age chart.

	Age (D10)	USC (FSS) Years	Standard (Earth) Years
	1-2	1-2	1-8
	3-7	3-7	9-20
	8-14	8-14	21-50
1	15 + 1D4	15-20	51-100
2-5	20 + 1D10	21-30	101-150
6-8	30 + 1D10	31-40	151-200
9	40 + 2D10	41-60	201-250
10	60 + 2D10	61+	251+

Personality Traits

These traits only represent the major trait the character expresses or shows to other characters. Roll D4 for number of traits a character may have. Roll a D20 for the selection of the trait.

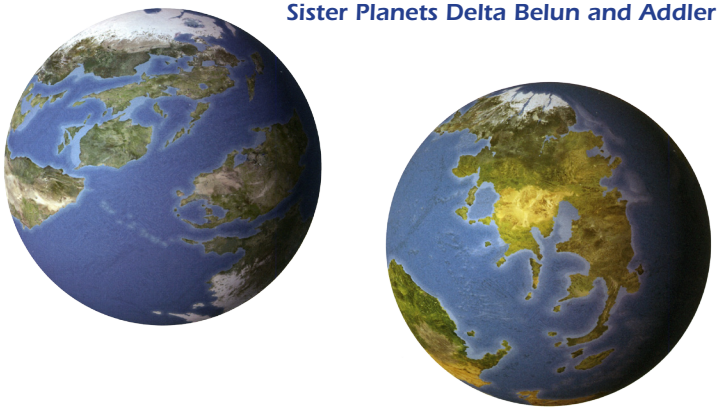
1	Complainer	11	Hospitable
2	Overbearing	12	Aggressive
3	Shy/timid	13	Nice/friendly
4	Gambler	14	Cocky
5	Hot-head	15	Cautious
6	Vengeful	16	Talkative
7	Snob/arrogant	17	Emotional
8	Loner	18	Risk taker
9	Schemer	19	Loyal
10	Demanding	20	Imaginative

Planet of Origin (D20)

These are the major planets that are habitable. The character will come from one of these planets.

1-2	Addler	12-14	Booth
3-5	Jüno	15-17	Péstaco
6-11	Delta Belun	18-20	Kalamity Goderce

Sister Planets Delta Belun and Addler



Affiliation

Each character will or will not have some kind of affiliation with some group. The character could choose from the major governments of the Joker Star Cluster or the gamemaster could make up another group. If the gamemaster chooses to create his own group for the players, it will most likely be mercenaries, terrorists, activists, or some covert organization. The major governments will see this group as a threat to their power and may fight against it. Others might hire them to do some job or to accomplish some task. The following represent just a few of the many affiliations in the word of Five Star Stories.

Planet	Government
Delta Belune	Amaterasu Kingdom Demesnes
Addler	Bakin Rikan Lent Government
Jüno	Hagooda Trio dé Colus
Both (Booth)	Meyoyo Imperial Court Gamma Sharn Hashua
Kallamity Gooders	Filmore Empire Holy Coballkan Empire Umoth United Socialist Republic

Other Affiliations

The Mirage Knights
The Horned Knights
A'p Temple Knights
S.P.I.

Social Classes & Wealth

Social classes play an important part of the Five Star Stories. Usually social classes are inherited by birth. Sometimes it is earned. Your social class decides your power and influence to those around you. People are treated differently by their social class. Some are looked up to while others are looked down to. But usually people higher up on the social scale tend to be better off than people lower on the scale are.

In the game, it determines your beginning money (units). Commoners start with at least 400 units while royalty starts with about 20,000 units. The money the character starts with is used to buy his/her equipment, services, and other personal items.

1D4x100	Commoners (Lower Class; poverty stricken)
1D6x100	Workers (Middle Class; white & blue collar workers)
2D4x100	Warriors (Upper Middle Class; soldiers & officers)
1D10x100	Merchants (Upper Class; corporate businesspeople)
3D4x100	Nobles (Lower Royalty Class; city or town rulers)
3D6x100	Lords (Middle Royalty Class; state, county, provincial rulers)
2D10x100	Royalty (High Royalty Class; most powerful rulers)

Social classes are extremely difficult to gamemaster. The gamemaster may have the option to use social classes in his scenario or not. For simplicity, social classes could be used as character ranks or titles. Many of the character and heroes of the Five Star Stories have such ranks or titles.

Personal History

Every character will have some kind of personal history. Some could be good while some could be bad. Let the previous charts help you in creating your characters' personal history. Be imaginative in making one up. Once you have created a personal history, consult with the gamemaster for his final approval. This way, your character will fit in into the scenario the gamemaster creates.

Mental States

For game purposes, all characters are mentally and emotionally stable. Any mental instability developed from now on could be the result from injuries to the head, heavy physical damage, shock, or mental attacks. Some mental instabilities could also result from drugs and alcohol. Mental states are very difficult for a game-

master to judge. It should be given to characters sparingly. Use wise and good judgement in giving PCs mental instabilities. The following table are the mental instabilities that can result. Roll a 2D20.

1-3	Antisocial: Impulsive, self-centered pattern of behavior that concludes frequent conflicts with society.
4-6	Ambivalence: Two feelings together (lovehate; pleasurepain; likedislike;) toward a person, object, or idea.
7-9	Bipolar disorder: Mood swings from euphoria to profound depression.
10-12	Blocking: Interruption of flow of speech owing to distracting thoughts.
13-15	Catatonia: State of immobilization of senses and felling that can quickly swing to extreme agitation.
16-19	Claustrophobia: Fear of closed places.
20-22	Compulsion: Irresistible urge to perform some act (i.e., handwashing).
23-24	Delirium: Medical diagnostic term that describes rapidly occurring onset of confusion.
25-26	Delusion: Fixed false belief (i.e., one believes he is Christ).
27-28	Depression: Can be a sign, symptom, disease, or reaction of sadness or grief.
29-30	Disorganized schizophrenia: Regressed childlike behavior.
31-32	Dissociation: Separation of mental processes from a person's consciousness.
33-34	Diurnal mood: Changes in mood owing to time of day.
35-36	Echolalia: Imitation of another's words.
37-38	Echopraxia: Imitation of another's body position.
39-40	Ethnocentrism: Imposing of one's beliefs and values on other cultural groups.
41-42	Fantasy: Daydreaming.
43-44	Flight of ideas: Rapid shift of ideas while speaking (i.e., speaking of weather, to mother, to pain with no connection between subjects).
45-46	Grandiose: Ideas of fame, wealth, or importance that are unfounded or untrue (i.e., thinking you are Harrison Ford).
47-48	Hallucination: Seeing, hearing, smelling, or feeling something that is not a result of external stimuli (i.e., seeing bugs crawl on your skin).
49-50	Hostility: An attitude of negativity or anger.
51-52	Hypochondriasis: Belief that one is ill with no organic cause such as pain with no cause.
53-54	Illusion: Misinterpretation of sensory, usually visual information (i.e., seeing water in the desert that is really sand).
55-56	Institutionalized syndrome: Characterized by apathy, withdrawal, and submission to authority.
57-58	Labile: Frequent and rapid change of emotions.
59-60	Manic-Depressive Illness (MDI): A psychotic state characterized by excited or severely depressed behavior.
61-62	Neologism: Invention of a new words (i.e., "alzopra" instead of "chair").
63-64	Neurotic: Behavior or dysfunction characterized by anxiety but no distortion of reality.
65-66	Nihilism: False belief that part of one's self is dead.
68-70	Obsession: Recurring unstoppable thought.
71-72	Panic: Extreme anxiety that involves dread and loss of rational thought.
73-74	Paranoid: Essential feature of suspicion.
75-77	Passive aggressive: Characterized by resistance to demands in occupational and social settings.
78-80	Phobia: Extreme persistent fear that is out of proportion to reality.
81-84	Psychosis: Severely dysfunctional behavior characterized by anxiety, reduced functioning, limited awareness, and personality disintegration; out of touch with reality.
85-88	Reminiscence: Systematic review of life experiences.
89-91	Repression: Involuntary exclusion of painful memories.
92-94	Schizoid: Pervasive pattern of strange thoughts, dress, and relationship deficits.
95-97	Somnambulism: Sleepwalking.
98-100	Word salad: Jumbled disconnected words (e.g., down far Black strip grass).

Types of Treatments

The doctor promotes a therapeutic environment for the patient used so far by helping in the different types of treatment. Treatment usually takes from one to twelve months. Major therapies are somatic, electroconvulsive, and milieu.

Somatic Therapy uses antipsychotic drugs as treatment to mental instabilities. It stops or diminishes disabling symptoms such as aggression, hallucinations, irritability, delusions. Major side effects are extrapyramidal side effects (EPS) such as restlessness, shuffling gait (foot), muscle rigidity, urinary retention, low blood pressure, sedation, and high temperature. Antidepressants are also used in somatic therapy. It causes stimulation the extremities by mood elevation.

Electroconvulsive Therapy is a series of controlled electrical currents applied to the brain to produce grand mal seizures; it is given under anesthesia. ECT is used only as a last resort when all other treatments of certain depressions do not help the patient.

Milieu Rherapy is a passive therapy. The environment can promote recovery and health. It manages physical and psychological aspects of the patient's environment to promote behavioral changes. Increasing or decreasing environmental stimuli also promotes patient's interactions, protects the patient, and enhances the patient's personality. Milieu therapy is used together with these additional therapies:

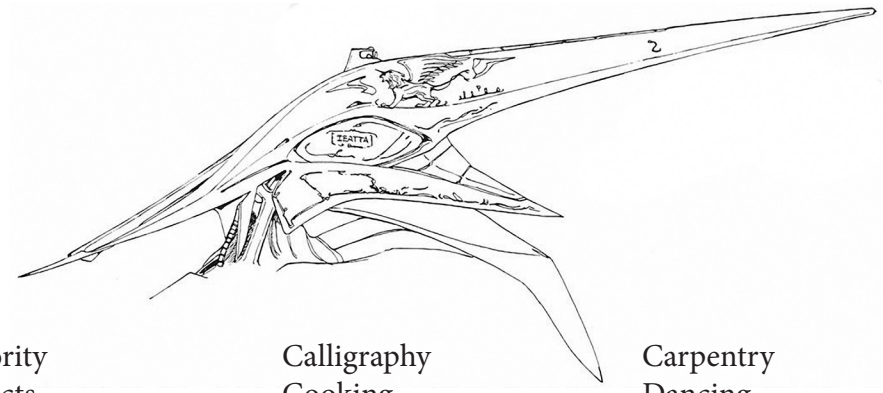
Occupational Therapy	Recreational Therapy
Group Therapy	Patient Education Groups
Discharge Groups	Family Therapy Groups
Music Therapy	Dance Therapy
Pet Therapy	Movement Therapy
Psychodrama	Reminiscence Therapy

Character Skills

All characters will have training skills of some kind or another. In this universe, the average character is literate. He knows how to read and write to a fair degree. The following skills represent other skills the character learned or trained in, to stand out from the average character. Some skills have additional requirements that the character needs. All required additional skills need to reach a skill level five (5) in order for the character to get that skill.

Professional Training Skills

The skills on the skill's list marked with an dagger (†) are professional skills. Professional skills are highly specialized areas of training and knowledge at a professional level. Since these skills are specialized, all requirements (if any) for these skills need to reach a skill level of fifteen (15) or higher before they could be chosen. When selected, the skill rating starts at level three (3). To increase a professional skill, it takes twenty (20) skill points to increase the skill to the next level.



Skills List

Personal Training Skills

Art Appreciation†	Authority	Calligraphy	Carpentry
Computer Hacking	Contacts	Cooking	Dancing
Fishing	Gambling	Gardening	Hunting
Jury-Rigging	Musical Instrument	Persuasion	Photography
Research	Salvaging	Seduction	Singing
Spelunking	Streetwise	Survival†	

Physical Training Skills

Acrobatics	Air Conserving	Athletics	Body Building
Boxing	Climbing	Combat-Expert	Combat-Intermediate
Combat-Higher	Combat-Novice	Gravity Movement	Gymnastics
Mountain Climbing	Prowling	Running	SCUBA Swim
Space Survival	Swimming	Wrestling	ZeroG Movement

Scientific Training Skills

Artificial Intelligence†	Astrology	Astronomy	Astrophysics†
Biology	Botany	Cybernetics†	Entomology
Exo-biology†	First Aid	Forensics	Higher Chemistry
Higher Math	Holistics	Lower Chemistry	Lower Math
Medical Doctor†	Paramedic	Plastic Surgery†	Zoology

Technical Training Skills

Aerial Navigation	Aircraft Mechanics	Automobile Mechanics	Bio-Implant Mechanics
Computer Networks	Computer Operation	Computer Programming	Computer Repair
Cryptography	Electrical Engineer	Electricity Generation†	Electronic Radio Jamming
Helicopter Mechanics	Interplanetary Navigation	Interstellar Navigation†	Jet Aircraft Mechanics
Land Navigation	Laser Communication	Locksmith	Lower Electronic
Lower Mechanics	Lower Radio Communications		Mechanical Engineer
Micro Electronics	Microwave Communication		Networking
Oceanic Navigation	Optic Lens System	Orbital Navigation	Oxygen Systems
Radar/Sonar Operation	Radio Scramblers	Robot Electronics	Robot Mechanics†
Satellite Relays	Satellite Systems	Sensory Equipment	Star-Drive Mechanics†
Surveillance System	Television/Video	Weapon Systems	Weapons Engineer

Skills List (Continued)

Pilot Training Skills

Airplane	Animal	Automobile	Exoskeleton
Helicopter	Hovercraft	Jet Airplane	Jet Fighter
Jet Packs	Motor Boats	Motorcycles	Robot Combat†
Robot Operations	Sail Boats	Ships	Space Shuttles
Space Suits	Space Yachts	Spacecraft†	Submarines
Tank/APC Pilot	Truck/Haulers		

Military Training Skills

Ambush Detection	Armorer	Concealment & Detection†	Defense Systems
Demolitions	Disguises	Escape Artist	Forgery
Impersonation†	Interrogation	Micro-Storage Technology	Military Intelligence
Ordinance Disposal	Palming	Pick Pockets	Picking Locks
Safe-Cracking	Sniper Shooting	Tracking	Voice Imitation

Weapons Training Skills

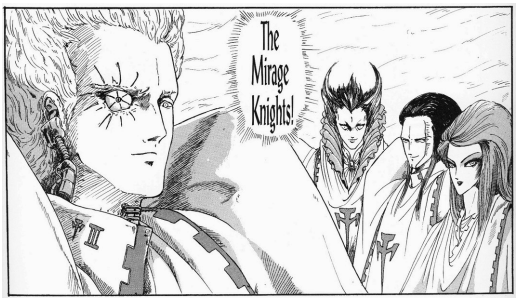
Archery	Automatic Pistol	Black Powder	Blunt Weapons
Chained Weapons	Dart Shooters	Energy Pistols	Energy Rifles
Energy Heavy Weapons	Military Heavy Weapons	Knives	Shotgun
Sling Weapons	Spears	Staves	Sub Macshine-guns
Swords	Thrown Weapons		

Skills Discriptions

Personal Training Skills

Art Appreciation: This skill gives the character the ability to evaluate art works of all sorts, figure out the price and value the art, and could create original art works. The lower the art, the more difficult to become a connoisseur of fine art. Original art works come out not intended of what it was supposed to be.

Authority: This is the ability to intimidate, control, and manipulate others through authoritative position as a law enforcer. This skill represents the law enforcers' ability to use the law to get what he wants.



Calligraphy: This skill provides the character to make beautiful letters with special writing equipment. The character can also make all types of handwritten certificates, announcements, signs, and cards of all occasions. This skill adds a +1 skill rating to forgery.

Carpentry: This skill allows the character to built products from wood. This gives the fundamental skill to prepare and use the necessary tools, plan, and preserve wooden items. The character is also able to recognize the attention to detail of wood products.

Computer Hacking: This gives the character the ability to break into computer systems. This skill of a combination of computer operation and telephone networks to break into other computer systems.

Requirements/Bonuses
Computer Operation

Contacts: This is the ability to keep track of people you meet and use them for information. Contacts could be anybody from the guy next door to the leader of and entire star empire.

Requirements/Bonuses
Persuasion, Seduction

Cooking: This skill would probably be very important to the character was stranded in the middle of nowhere. This gives him/her the ability to gather food, prepare, and cook them into an edible form. With a low cook

the meal could come out uneatable.

Dancing: This is a skill practiced throughout the known universe. Characters with this skill move smoothly, learn and teach new dance steps, and are more flexible than anyone who does not know how to dance. It adds +1 to dodge. Since this skill is connected with agility, the maximum skill rating for this skill is equal the agility trait.

Fishing: The ability to catch fish in fresh and salt water. Fishing knowledge includes the use of lures, baits, poles, lines, cleaning and preparation, and other methods of catching fish for eating. The character also has knowledge of what kinds of fish are edible and which are poisonous.

Gambling: This skill gives the character the ability to figure out the odds, know when and how to make bets, and play all games of change successfully. A good skill could probably get the character quick cash. All professional gamblers know very well that winning is not luck, its very hard work. Beware that losing could increase you debts.

Gardening: This is the ability for the character to grow enough vegetables to eat. It also allows him to select the necessary tools and condition soil to grow vegetables. The character also has knowledge of edible plants in a wilderness.

Hunting: This skill allows the PC to hunt, track, and prepare an animal for food.

Requirements/Bonuses

Prowling, Tracking

Jury-Rigging: This skill gives the character the ability to repair almost anything or built anything from scratch materials. Whatever he puts together, there is no guarantee that it will hold. It will break down equal to skill roll in minutes.

Musical Instrument: This skill allows the PC to play a musical instrument fairly. He could also read and write musical scores. The PC must select what kind of instrument he wants to play. This skill must be selected for each additional instrument the character wants to play. Characters without this skill or makes a failed skill roll plays random noise from the instrument.

Persuasion: This skill allows the character to talk another person into doing what he wants.

Photography: This skill gives character knowledge in taking and processing pictures with a camera. Characters will also know how to load, develops, and enlarge film. The character could also determine the proper light and background setting for taking good pictures.

Research: This skill gives the character basic abilities to looking for information. The character cannot research high security information and classified military information. It only applies to information widely available to the general public.

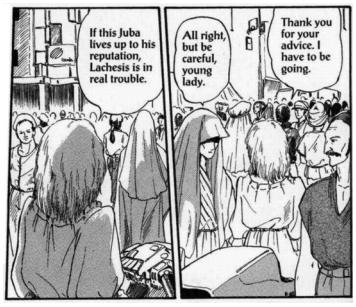
Salvaging: This skill allows the character to identify, search, and evaluate the value of scrap or damaged products or materials. It is helpful in selling scrap for money. The character will also have knowledge of where to find scrap materials.

Seduction: The character can form and maintain relationships. This skill could be used to form relationships with NPC's.

Singing: The ability to read music, write music, and sing a good songs. Characters without this skill will sing coarsely and horribly.

Spelunking: This is the skill and art of exploring caves. Untrained characters wondering in large natural caverns have a slim chance of survival and loose direction. They become lost.

Streetwise: This skill allows the character to know the darker side of city life. He could probably recognize gang members, dealers, black market locations, and other underworld organizations.



Requirements/Bonuses

Contacts

Survival: The ability to stay alive out in the wilderness. Also includes survival to exposure from the elements, basic path finding, and other basic survival skills. Characters without this skill will last for a few days until their supplies run out and starve.

Requirements/Bonuses

Fishing, Gardening, Hunting

Physical Training Skills

Acrobatics: This skill gives the character agility, balance, and strength. Other physical abilities include rolls, somersaults, leaps, and falls.

Requirements/Bonuses

+3 Save vs. Falling down, +2 Skill rating to any Climbing and Prowl skill, +1 Strike, parry, dodge, and block, +2D4 DH

Air Conserving: This skill allows the character to reduce the amount of air or oxygen he consumes. It is helpful where air and oxygen is scarce.

Athletics: This skill is the training of vigorous exertion for sports, exercises, and contests of strength, endurance, and agility.

Requirements/Bonuses

+1 Strike, parry, dodge, and block, +10 Meters per minute running, +1D8 DH

Body Building: The character builds muscle tone and body strength through weight lifting and exercise.

Requirements/Bonuses

+5 Additional damage, +10 DH

Boxing: Fighting with fists. The training helps in building the body and strengthening the reflexes.

Requirements/Bonuses

+1 Additional attack, +2 Parry, dodge, and block, +4 Additional damage, +3D6 on DH

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces up to 50 degree angles. Players should roll once for every 10 meters of vertical climb. Adds a +2 skill rating to mountain climbing and spelunking.

Requirements/Bonuses

+1D6 DH, Damage from Falls: 1D10 DH each additional 10 meters of height.

Combat-Expert: This combat form gives the character good self defense skills and is used by professional fighters. See **Physical Combat Skills Chart**.

Combat-Intermediate: This combat skill gives the character a fair degree of defense and is used by soldiers. See **Physical Combat Skills Chart**.

Combat-High: This is the most advanced form of combat equal to martial arts. See **Physical Combat Skills Chart**.

Combat-Novice: This form of combat is the basic from of defense used by normal people or street gangs. See **Physical Combat Skills Chart**.

Gravity Movement: For characters born in space. This allows character to move normally in the presence of gravity. Characters without this skill moves more slowly (by half) and receives a -5 to strike, dodge, parry, block, and initiative. Characters born in gravity automatically get this skill and not required to up down on your skills list.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. This skill also tones the muscles and increases body flexibility.

Requirements/Bonuses

+2 Save vs. Falling down, +1 Skill rating to any Climbing and Prowl skill, +1 Dodge and block, +1D6 DH

Mountain Climbing: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and knows all the skills of survival in the rugged highaltitude environment.

Prowling: This skill allows the PC to move quietly and slowly. Training includes balance, footing, pacing, positioning, low visibility, and crawling. A failed roll means that the character has been detected.

Running: This is the general exercise to build up endurance and speed.

Requirements/Bonuses

+15 Meters per minute running, +1D4 DH

SCUBA Swim: Acronym for Selfcontained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks, masks and flippers.

Requirements/Bonuses

Swimming, +2 Dodge underwater, +1D6 DH

Space Survival: With this skill, the character can survive for an extended period in a hard vacuum. The character must still be in a protected suit. Characters without this skill will die in about one combat round (10 seconds) while characters having this skill will survive about two times END in seconds.

Requirements/Bonuses

Air Conserving

Swimming: The basic skill of keeping afloat, dives, lifesaving, and swimming techniques. The character can swim the distance of END times three in meters.

Wrestling: Basic wrestling is more of a sport than a combat skill, but it does provide useful combat training. This is not the more "popular" form of wrestling seen on TV, but the Olympic sport.

Requirements/Bonuses

+5 Entangle, +2 Block, +4D6 DH

ZeroG Movement: This allows character to move normally without the presence of gravity. Characters without this skill moves more slowly. All combat moves are cut by half and rounded down. Characters born in space automatically get this skill.

Requirements/Bonuses

-5 to strike, dodge, parry, block, and initiative

Scientific Training Skills

Artificial Intelligence: This skill enables the character to understand how an artificial intelligence works. He also understands how they think, react, communicate with them, and reprogram them. This skill also enables the character to create artificial intelligences.

Requirements/Bonuses

Computer Operation, Computer Programming

Astrology: This skill lets the character "read" the future of another character by the alignment of the stars. He could only see about an hour into the future and is only 10% accurate. The future he sees is one of many possible futures. A successful roll means that the possible future is 10% accurate, otherwise it is a bad prediction.

Astronomy: This skill gives the character basic knowledge of the stars, planets, nebulae, and other heavenly bodies in space and their positions.

Astrophysics: This is the knowledge of stellar astronomy and how it relates to physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena.

Requirements/Bonuses

Astronomy, Lower Math, Higher Math

Biology: The basic understanding of cells, anatomy, physiology, evolution, and genetics is living creatures.

Botany: This is the study of plants. Plant categories and functions are studied extensively. Characters will know the basics of crossfertilization, germination, plant grafting, and growing experimental plants.

Cybernetics: This skill enables the character to surgically remove limbs and organs and replace them with cybernetic or bionic replacements. He could also repair, service, or modify a cybernetic or bionic attachment to a fair degree if not too badly damaged. The quality of work he does depends on the surgical environment; hospital, clinic, garage, or wilderness.

Requirements/Bonuses

Medical Doctor, Micro Electronics, Robot Electronics

Entomology: This skill gives the character basic knowledge of insects. He could research and develop materials, chemicals, and drugs from insects. Characters could also develop chemicals for insect control or extermination.

Requirements/Bonuses

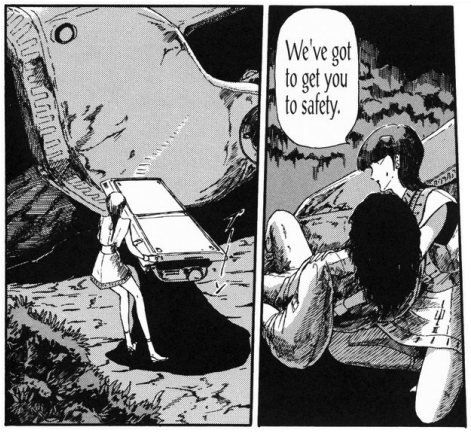
Biology, Lower Chemistry, Higher Chemistry

Exo-biology: This skill allows the character to understand alien biologies he may encounter.

Requirements/Bonuses

Biology, Botany, First Aid, Medial Doctor

First Aid: This skill gives basic medical treatment that includes how to bandage wounds, stop bleeding, administering CPR, antiseptics, antiinflammatory, and pain killers.



Forensics: This skill gives basic knowledge of police skills and criminal science. It includes simple criminal law, fingerprinting, ballistics, and other general investigative techniques. Forensic medicine is also included, allowing the character examine foreign chemicals in the body, find evidence of time of death, cause of death, and other details when examining a corpse.

Requirements/Bonuses

Biology, Chemistry, Higher Chemistry, Higher Math

Higher Chemistry: This skill give the character higher knowledge in chemical engineering theory, useful in

the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, analyze, and development of new synthetic chemicals.

Requirements/Bonuses
Lower Math, Higher Math

Higher Math: This skill includes additional knowledge in algebra, geometry, trigonometry, calculus, statistics, probability, and other techniques for higher math.

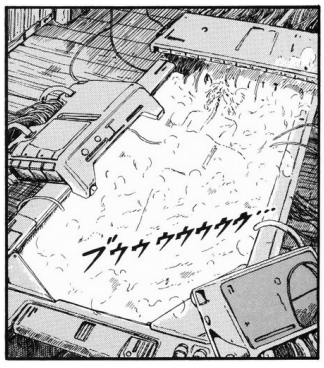
Holistics: The skill allows the character recognize, create, administer, and prescribe herbal medicines derived from plants. Plants are seasonal and some may not be available for preparation at certain times. A failed roll means that the medicine is poison and requires a saving throw vs. poison/toxins. A successful roll means that the concoction works.

Requirements/Bonuses
Lower Chemistry, Botany, First Aid

Lower Chemistry: This gives the character basic understanding of chemical principles and formula. Characters know lab procedures, producing and synthesizing known basic chemicals, and lab assisting.

Lower Math: This is the basic knowledge of math that includes basic addition, subtraction, multiplication, division, and fractions.

Medical Doctor: The character has an MD or Ph.D. and is a practicing doctor. The areas of training are medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology, basic principles and procedures of pathology, basic pharmacology, and performing surgical procedures.



Requirements/Bonuses
Biology, Pathology

Paramedic: This is the higher form of medical emergency treatment that includes all first aid techniques, the setting of broken bones, suturing of wounds, uses of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. The paramedic is the equivalent of a clinical nurse.

Plastic Surgery: The ability to manipulate a person's features, under surgery, to correct bodily problems, or to create a new appearance of the character.

Zoology: This skill allows the charter to understand the needs, habits, habitats, and abilities of animals to survive.

Requirements/Bonuses
Biology

Technical Training Skills

Aerial Navigation: This skill is used for determining position in the sky, especially at night or over water.

Aircraft Mechanics: This is the understanding, repairing, rebuilding, modifying, and redesigning of conventional aircraft and its engines. This includes single and twin engine airplanes, fanjets, and air carriers.

Automobile Mechanics: This is the ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion engines. He also has skills in bodywork, diesel engines, and air conditioning systems.

Bio-Implant Mechanics: This skill allows the character to identify, service, or repair all types of cybernetics or bionics enhancements. He cannot build or modify and existing enhancement.

Requirements/Bonuses
Lower Electronics, Computer Repair

Computer Networks: The skill gives the character the ability to get information out of computerized data networks. Characters with this skill can use their abilities to track down names, addresses, phone numbers, license plates, and anything else. The information the character can collect are basic public information and unsecured information. It does not include highly specialized secret data or military data.

Requirements/Bonuses
Computer Operation, Networking

Computer Operation: This is the knowledge of how computers work and the skills to operate peripherals like keyboards, printers, and modems. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations.

Computer Programming: This skill enables the character to design, program, debug, and test computer programs in various computer languages.

Requirements/Bonuses

Computer operation, Lower Math, Higher Math

Computer Repair: This is the knowledge of the internal electronics of computers and related devices. The character can repair, modify, upgrade, sabotage, or fix computers.

Cryptography: This is the skill of recognizing, designing, and cracking secret codes and messages. After ten minutes of studying a simple code or cipher, a character can attempt to recognize what kind it is using the usual roll. This skill is only implies towards printed or written data. When encountering electronic codes, computer operation is required for successful decryption, but not necessary.

Electrical Engineer: This is the knowledge of electricity. Characters with this skill can diagnose and locate electrical problems on non-computer equipment. It is also possible to put together electrical equipment, but not power sources. The character can attempt to bypass security systems and burglar alarms at a 2 skill rating roll.

Requirements/Bonuses

+1 skill rating to Surveillance.

Electricity Generation: This skill allows the character to understand, repair, and crate electrical or energy generators. The character must have the necessary tolls and materials. This process can take as long as one month depending on the size and power output of the generator.

Requirements/Bonuses

Mechanical Engineer, Electrical Engineer

Electronic Radio Jamming: This skill is useful for preventing the enemy's communications from working properly. This skill also allows tracking the enemy's attempts at avoiding the jammed frequencies. This means the enemy's general location can be traced. This skill also gives the character knowledge in electronic counter measures against jamming.

Helicopter Mechanics: This is the specific mechanics skill for understanding, modifying, and repairing helicopter gears and systems.

Interplanetary Navigation: Training in the use of navigational computers and charts throughout a solar system within 5 billion Km of a star or sun.

Requirements/Bonuses

Computer Operation, Orbital Navigation

Interstellar Navigation: This skill allows the character to navigate spacecraft through interstellar space with the aid of navigational computers and charts. In the event the character does not have charts or computers, the character has a 60% chance of correcting the course. A failed roll means that the spacecraft of 2D10 billion Km off course. Of course, they will not know until they think they reached their destination.

Requirements/Bonuses

Astronomy, Interplanetary Navigation

Jet Aircraft Mechanics: This is the specific mechanics skill for understanding, modifying, and repairing jet aircraft gear and systems. Covers all jets, turbo fanjets, and scrammjets.

Land Navigation: This skill allows the character to stay on course while traveling over land by sight. The skills includes mentally marking landmarks, recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. A failed skill roll means that he is 1D10 Km of the correct course.

Laser Communications: This skill gives the character specialized knowledge using, connection, and reading of laser systems and other fiber optic systems used in communications.

Requirements/Bonuses

Lower Radio, Electrical Engineer, Optic Lens Systems

Locksmith: This is the study of lock designs and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modem electronic locking. The time it takes is seconds for simple locks and hours for very difficult locks. When working on electronic locks with a failed skill roll, there is a 30% chance of damaging the lock, preventing further tampering.

Lower Electronics: This is a basic understanding of the principles of electricity, simple circuits, circuit board design, and wiring. The PC can do basic wiring, repair appliances, and read electronic schematics.

Lower Mechanics: This skill gives the character the ba-

sic understanding of how machinery operates. He can repair and maintain simple mechanisms, hovercraft, motorcycles, and common automobiles.

Lower Radio Communications: This is the knowledge of the operation and maintenance of field radios and walkietalkies. Other skills include wiring, installation, radio procedures, communication security, visual communications, and Morse code.

Mechanical Engineer: This skill gives the character the training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. Bonuses are +1 skill rating to locksmith and surveillance skills if the character has them.

Micro Electronics: This skill gives the character the basic skills for soldering connections, boards, wiring, integrated circuit board design, and power supplies to construct microchip based electronics.

Requirements/Bonuses
Lower Electronics

Microwave Communications: This skill gives the character experience in the use of microwave equipment, transmitters, and receivers for communications.

Networking: The character knows everything from the wiring of desktop telephones, phone taps, tracing calls, to the switching methods used for international communications. Other skills that are included are fax machine operation, modem operation, computer protocols, and network designing.

Requirements/Bonuses
Computer Operation

Oceanic Navigation: This skill allows the character to navigate in huge seas or oceans beyond the view of land.

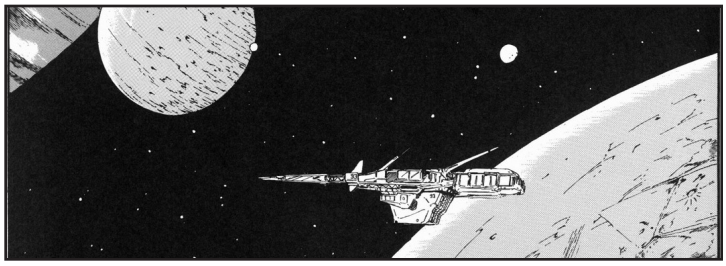
Requirements/Bonuses
Lower Math

Optic Lens Systems: This skill gives training in a variety of optic systems from video to optical enhancement devices to laser optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermoimagers, passive light intensifiers, infrared, and ultraviolet. Other skills include the basic knowledge of fiber optics and optical amplifiers.

Requirements/Bonuses
Photography

Orbital Navigation: The character is trained in navigating near planetary bodies.

Requirements/Bonuses
Lower Math, Higher Math



Oxygen Systems: This skill allows the character to know how to find different ways to create oxygen or an air mixture from raw materials on hostile space and planetary environments.

Requirements/Bonuses
Mechanical Engineer

Radar/Sonar Operation: This skill gives the character the skill to use radar and sonar equipment to precisely locate aircraft, ships, and submarines. The character also has a basic understanding of repairing sonar and radar equipment only.

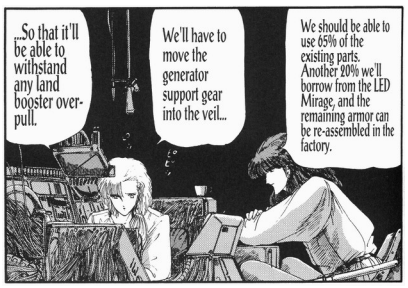
Radio Scramblers: This skill is the training in the use of electronic masking, scrambling/unscrambling equipment, and security codes for increased security in communications.

Requirements/Bonuses
Cryptography

Robotic Electronics: This is the specialized skill in robotics. The character understands robotic circuits, basic artificial intelligence, and robotic engineering theory.

Requirements/Bonuses
Micro Electronics

Robotic Mechanics: This is a higher mechanic skill that allows the character to build, modify, and repair robots. This skill applies to all types of robots, power armor, and mortar headds.



Requirements/Bonuses
Computer Operation, Computer Programming, Computer Repair, Robot Electronics

Satellite Relays: This is an understanding in the methods and operations of satellite transmissions and communication.
Requirements/Bonuses
Networking

Satellite Systems: This skill allows the character to understand, create, identify, strip-down, and repair orbital satellites.
Requirements/Bonuses
Mechanical Engineer, Satellite Relays

Sensory Equipment: Individuals with this training can maintain, understand, operate, and interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels, and so on.

Star-Drive Mechanics: This skill allows the character to repair and modify various types of spacecraft engines.
Requirements/Bonuses
Lower Electronics, Lower Mechanics, Electricity Generation, Electrical Engineer

Surveillance System: This skill gives the character knowledge of surveillance systems like motion detectors, trip alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices, recording methods and some optical enhancement systems.
Requirements/Bonuses
Lower Electronics, Electrical Engineering

Television & Video: With this skill, the character knows techniques and understanding of video and audio, filming, editing, special effects, and transmission equipment.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated in vehicles. Character get a +2 strike with any weapon mounted on any vehicle.

Weapons Engineer: This skill allows the character to maintain, repair, modify, build, mount, and figure out commercial weapon systems. He could also recharge energy clips and arm weapons

Pilot Training Skills

Airplane: This skill allows the character to know the operation of common propeller, single and twin engine, and turbo propeller types.
Requirements/Bonuses
Aerial Navigation

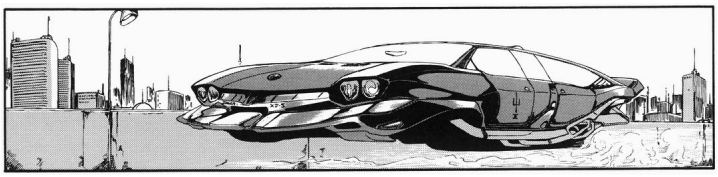
Animal: This skill allows the character to ride on backs of large beasts. He can also care, feed, breed, and recognize what types of animals are good for riding. Aimed shots on a moving animal are impossible. +1 dodge and parry while riding on an animal.

Automobile: The character could operate tired cars, station wagons, vans, dune buggies, jeeps, and pickup trucks.

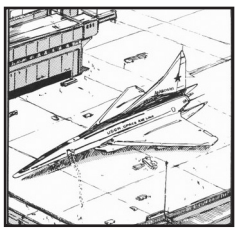
Exoskeleton: This piloting skill enables the character to pilot any type of exoskeleton, power armor, or slave trooper armor. It also teaches the basic defensive movements of exoskeletons.

Helicopter: The character knows the operation of small, two seater, observation types, large transports, and assault helicopters.
Requirements/Bonuses
Aerial Navigation

Hovercraft: This skill allows the character to operate any type of hovering vehicle (not power armor) and hovercycles offensively and defensively.



Jet Airplane: This skill enables the character to operate jet aircraft. Piloting includes fanjets and commercial jetliners.
Requirements/Bonuses
Aerial Navigation



Jet Fighter: This is the training in the operation, maneuvering, techniques, and weapon systems of conventional jet fighter planes.
Requirements/Bonuses
Aerial Navigation

Jetpacks: This skill enables the character to use and op-

erate personal jetpacks mounted on the back of a character. It also gives a +3 to dodge while flying a jetpack.

Motor Boats: The character knows how to operate large and small non-sail boats, but not ships. It also includes hydrofoils.
Requirements/Bonuses
Oceanic Navigation

Motorcycles: The ability to operate tired dirt, country, and street motorcycles. The character gets +2 to dodge while driving a motorcycle.

Robot Combat: This skill enables the character to offensively pilot all exoskeletons and robots in combat situations. This skill must be selected for each type of exoskeleton or robot Refer to the Robot Combat Bonus Chart for combat bonuses.
Requirements/Bonuses
Exoskeleton or Robot Operations, Weapon Systems

Robot Combat Bonus Chart

Skill Rating:	L0	L1	L2	L3	L4	L5	L6	L7	L8	L9
Strike			+1		+1		+1		+1	
Dodge		+1		+1		+1		+1		+1
Parry		+1	+1	+1		+1	+1		+1	
Block			+1		+1			+1		+1
Initiative				-1						-1
Attacks						+1				+1

Skill Rating:	L10	L11	L12	L13	L14	L15	L16	L17	L18	L19
Strike	+1		+1		+1		+1		+1	
Dodge		+1		+1		+1		+1		+1
Parry	+1	+1	+1		+1	+1		+1		+1
Block				+1			+1			
Initiative			-1		-1				-1	
Attacks					+1				+1	

Robot Operations: This piloting skill enables the character to pilot any type of large robots over three meters high. It also teaches the basic defensive movements of robots.
Requirements/Bonuses
Sensory Equipment

Sail Boats: The PC knows the operation of small sailing boats and sailing yachts that do not have motors.
Requirements/Bonuses
Oceanic Navigation

Ships: The character knows the operation of large ocean supertanker and other large ocean going vessels.
Requirements/Bonuses
Oceanic Navigation

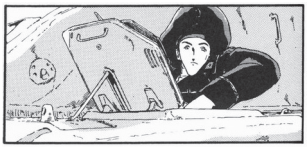
Space Shuttles: This allows the character to operate medium type spacecraft that travel within a solar system.
Requirements/Bonuses
Orbital Navigation, Interplanetary Navigation

Space Suits: This skill allows the character to operate a vehicular space mobile suit outside a spacecraft or on a planet with a hostile environment.
Requirements/Bonuses
Oxygen Conservation, Zero-G Movement

Space Yachts: This is the operation of small solar-sail spacecraft that do not have star-drive engines. The space yachts are spacecraft that do not venture far from a star system and do not attain great speeds.
Requirements/Bonuses
Orbital Navigation, Inter-planetary Navigation

Spacecraft: With this skill, the character knows the operation of large spacecraft and other large spacefaring vessels.
Requirements/Bonuses
Interplanetary Navigation, Interstellar Navigation

Submarines: This is the operation of large and small basic underwater craft, but not military types.
Requirements/Bonuses
Oceanic Navigation



Tank/APC Pilot: The piloting of all military armored assault vehicles, armored all terrain vehicles, amphibious recon, and other, armored heavy vehicles. ***NOTE:*** This skill is limited to military type character templates.

Truck/Haulers: This is the operation of larger manual or automatic transmission trucks that include vans and trailers.

MIlitary Training Skills

Ambush Detection: The character has an eye for spotting locations and terrain suitable for ambushes, being ambushed, and trapped.

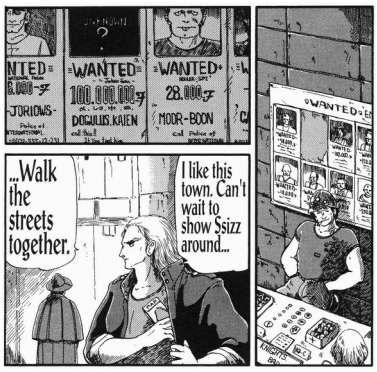
Armorer: This skill is the military version of a weapons engineer. The character can maintain, repair, modify,

mount, and evaluate most military weapons. Also included are assembling, installing, and repairing vehicle weapons and armor.

Requirements/Bonuses

Weapons Engineer

Concealment & Detection: This skill is the ability of hiding something on ones body or in hand. Objects must be no larger than 15 centimeters in height and length, 10 centimeters in width and weight 1 kilogram or less. Larger and heavier objects are more difficult to conceal and get a 2 skill rating roll. This skill also enables the individual to spot and recognize camouflaged, traps, buildings, and vehicles and also the ability to construct virtually undetectable shelters that blend into the environment.



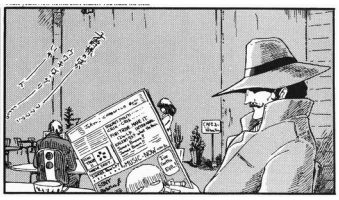
Defense Systems: This skill gives the character understanding, operation, repairing of military satellites, and space station defensive weaponry.

Requirements/Bonuses

Satellite Systems

Demolitions: This skill provides the person with an higher knowledge in the use and workings of explosives and detonation devices, for the purpose of blowing up bridges, buildings, and sabotage. This includes knowledge of all types of explosives; mines, dynamite, plastics, nitro and blasting caps.

Disguises: The character knows how to apply make-up, wigs, skin putty, and other special effects to alter his own appearance or somebody else.



Escape Artist: The character knows the methods, principles, and tricks of escape artists. By tensing, relaxing muscles, flexing, and popping joints, the character can try slipping out of most handcuffs, straight jackets, and other enclosed areas.

Forgery: The character is knowledgeable about the techniques of making false copies of official documents, signatures, passports, ID's, and other printed material. The character must have an original or photocopy to work from, in order to make an accurate copy. Skilled forgers can recognize other counterfeits at 4 skill rating roll.

Requirements/Bonuses

Calligraphy

Impersonation: This skill enables a person to impersonate another person in general. This means the person must have a basic knowledge of the person or general type of personnel that he is impersonating. The skill requirement, Disguises, is optional for this skill.

Interrogation: This skill includes training in the questioning of prisoners, captives, and informers, and the extraction of that information.

Microstorage Technology: This is the knowledge of producing, storing, and reading of microsized text and pictures into a very tiny area.

Requirements/Bonuses

Photography

Military Intelligence: This is the specific training of the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures, and proper procedures. Training includes the practical evaluation of sights and sounds, estimate ranges, what to report, handling of prisoners, and handling captured documents and equipment.

Ordinance Disposal: This skill allows the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery, dud explosive charges, or any other explosive device. Disarming detonation timers is an included skill.

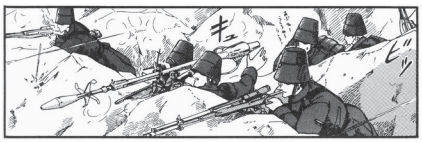
Palming: This is simply the ability to pick up and make a small object disappear by hiding or concealing it within the hands. Adds a bonus of +2 skill rating to the pick pocket skill.

Pick Pockets: This is an ability to remove small items from a person without their being aware of it. If a failed roll, the item has not been removed. There is a 60% chance that the victim recognizes the intent of the pickpocket.

Picking Locks: The character knows the methods, techniques, and tools for picking/opening key and basic tumbler type locks. It takes 1D6 combat rounds for each attempt to pick a lock. This skill does not include electronic locks.

Safe Cracking: The character has knowledge of various safe types, lock boxes, security rooms, and methods for illegal entry. It takes 30 seconds or less to open a simple combination and three minutes for a complicated safe lock. For each unsuccessful roll, one minute is added to the time.

Sniper Shooting: This skill represents special training in long-grange rifle firing and shooting ability. The character gets +2 to strike on an aimed shot.



Tracking: This skill allows the character to identify tracks by following the path of men or animals by the signs they leave on the ground and on vegetation. The skill includes the identification of tracks, determine whether the person being tracked, loaded down with equipment, running, moving slowly, gender, walking backwards, injured, and other tracking signs. Counter-tracking techniques are also included, such as covering the trail, avoiding obvious traps, avoid misdirection, avoid parallel trails, and so on.

Voice Imitation: With this skill, the character can attempt to imitate the voice, accent, and expressions of another person.

Weapons Training Skills

Archery
Automatic Pistol
Black Powder
Blunt Weapons
Chained Weapons
Dart Shooters
Energy Pistols
Energy Rifles
Energy Heavy Weapons
Military Weapons
KnivesShotgun
Sling Weapons
Spears Staves
Sub Machine-guns
SwordsThrown Weapons

Weapons Bonus Chart

Skill Rating:	L0	L1	L2	L3	L4	L5	L6	L7	L8	L9
Strike			+1		+1		+1		+1	
Parry†		+1	+1	+1		+1	+1		+1	
Skill Rating:	**L10**	**L11**	**L12**	**L13**	**L14**	**L15**	**L16**	**L17**	**L18**	**L19**
Strike	+1		+1		+1		+1		+1	
Parry†	+1	+1	+1		+1	+1		+1		+1

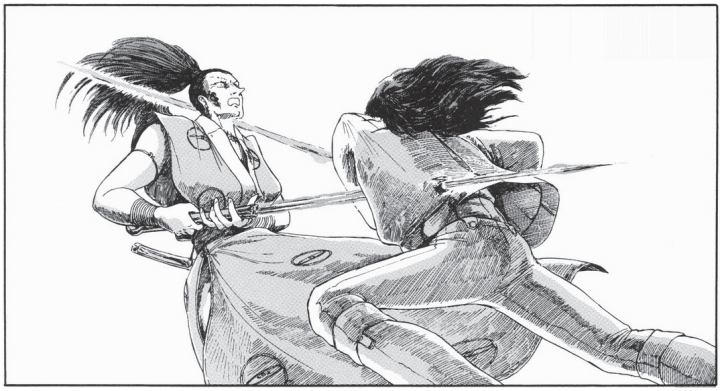
†Parry bonuses do not apply to projectile weapons.

Physical Combat Skills Chart

Combat Skill Type	Skill Points	Start Level	Attacks	Critical
None	1	L0	1	20
Novice	2	L1	2	20
Intermediate	3	L1	2	20
Expert	4	L2	2	19-20
Higher	5	L2	3	18-20

Level Bonuses:	L0	L1	L2	L3	L4	L5	L6	L7	L8
Strike+1		+1		+1		+1		+1	
Dodge	+1	+1	+1		+1		+1		+1
Parry		+1	+1	+1		+1	+1		+1
Block	+1	+1	+1		+1		+1		
Initiative				-1			-1		
Attacks					+1		+1		+1

The physical combat skills are determined by selecting the combat type chosen. Some character templates may not have any type of combat in the major skills, but may be selected as a secondary skill. As a major skill, the skill points column is not used. As a secondary skill, the number of skill points required to select a type of combat is on the skill points column. Once the combat type is chosen, the player may not change to any other combat type. He must stay with that combat type. The start level is the beginning level of the combat type bonuses. The attack column gives the number of attacks the PC starts with. The critical column gives the critical strike number for the character. This critical strike number is never modified in any form.



The level of the chosen combat type determines the level bonuses of the beginning character. All the bonuses are cumulative. For example, if the PC chose combat-expert, the level is L2. Starting with L0 to L2, the PC gets +1 strike, +2 dodge, +2 parry, and +3 block.

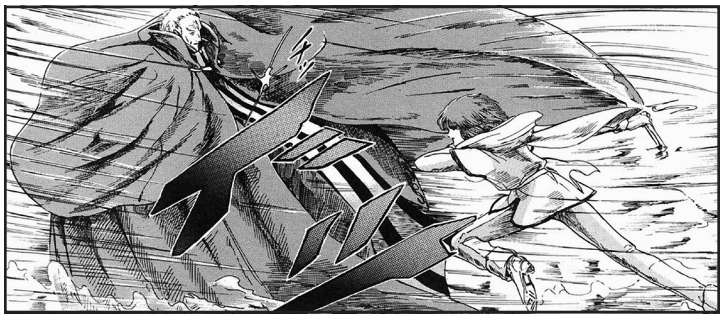
Skill Points & Combat

To increase the characters' bonuses during the lifetime of the character, skill points are used. It takes the current level multiplied by the next level in skill points for the skill bonuses to increase. For example, the PC is L2 in

bonuses and he wants to increase his level to L3. Since he is L2 now, it will take six skill points to increase to L3 (L2 x L3 = 6 skill points), and so on. Remember that the bonuses you get in the next level are added to your current bonuses. After L8, the separate bonuses are increased separately. To increase a bonus past L8, it will take L8 multiplied by the number of skill points required for your combat type under skill points. For example, the PC has combat-expert and bonuses are at L8. He wants to increase his strike an additional +1. It will take thirty-two skill points (L8 x 4 = 32) to increase the strike by +1. Increasing bonuses for combat is an exception for saving skill points over twenty. Tell the gamemaster that you are saving skill points for combat.

Combat System

This **combat system** is provided for ease of use and simplicity. The system is very streamlined so that the gamemaster could add his own special sub-phases into the system. A twenty-sided die (D20) is used to determine all phases of hand to hand personal combat. The time it takes to complete all the phases of hand to hand personal combat is equal to about ten seconds of real time. Completion of the combat phases is a **combat round**. A combat round is divided into smaller rounds called **attack rounds**. The number of attack rounds varies depending of the characters' **number of attacks**. If the PC has four number of attacks, he has four attack rounds within the combat round.



Phase 1: Determining Initiative

Each of the player characters that wants to enter or unwillingly enters the combat round must roll the initiative. The PC with the lowest roll wins the initiative. All ties are rerolled.

If there are groups of characters, each group could use a group initiative. This could make game play a little quicker. The group selects a PC to roll the group's initiative. The group with the lowest initiative roll goes first. Within the group the PC with the highest agility goes first.

Phase 2: Attack/Defense

The Attack and Defense phase is done simultaneously. Each PC or group may make any type of movement in this phase; walk, run, or use a combat skill. In the heat of battle, using a skill that does not have to do with any type of physical movement is impossible to do. Gamemasters must use careful judgment on which skills could be used or not used or minus bonuses to a skill.

Attack Rolls

In this sub-phase, all PCs who have entered the combat round and who have won the initiative must make some kind of movement. Usually, if the PC makes some kind of an attacking move, he rolls a twenty-sided die. If the attacking PC rolls a five or less, the attack is unsuccessful. Anything six or higher is a successful attack on the intended target.

Base Physical Attack Damage
Bare Hands: 1D6 + STR bonuses
Kicks: 2D4 + STR bonuses

Natural Twenty & Critical

If the PC rolls a **natural twenty**, a roll attained from a D20 in an unmodified form, the damage done to the target is doubled (2x). The target is stunned or knocked out for 1D4 combat rounds. This applies to physical attacks with bare hands or some kind of **melee weapon**. If the attack is done with a projectile weapon, the attack is **critical** and is NOT double damage. The double damage is done only by physical attacks.

Body Armor

Body armor provides added protection to the PC wearing it. All beginning characters have a **defensive rating** of zero (0). The attacker rolls a six (6) or better and the PC has a defensive rating (DR) of zero, damage is done directly to the body of the PC. If the PC is wearing body armor, a kevlar vest provides a defensive rating of +4, a roll on a D20 between six and ten hits the armor and no the wearer. With a roll of eleven or better, the damage goes directly to the PC. And usually, the better the armor, the better the protection. Battle armor and all mecha have DR of twenty since they are heavily armored with full protective armor.

Defensive Rolls

After attacking, PCs that are being attacked may defend themselves with a defensive roll. Using a D20 to counter-roll the attack also does this. The defender must roll equal or greater than the attack roll to successfully defend.

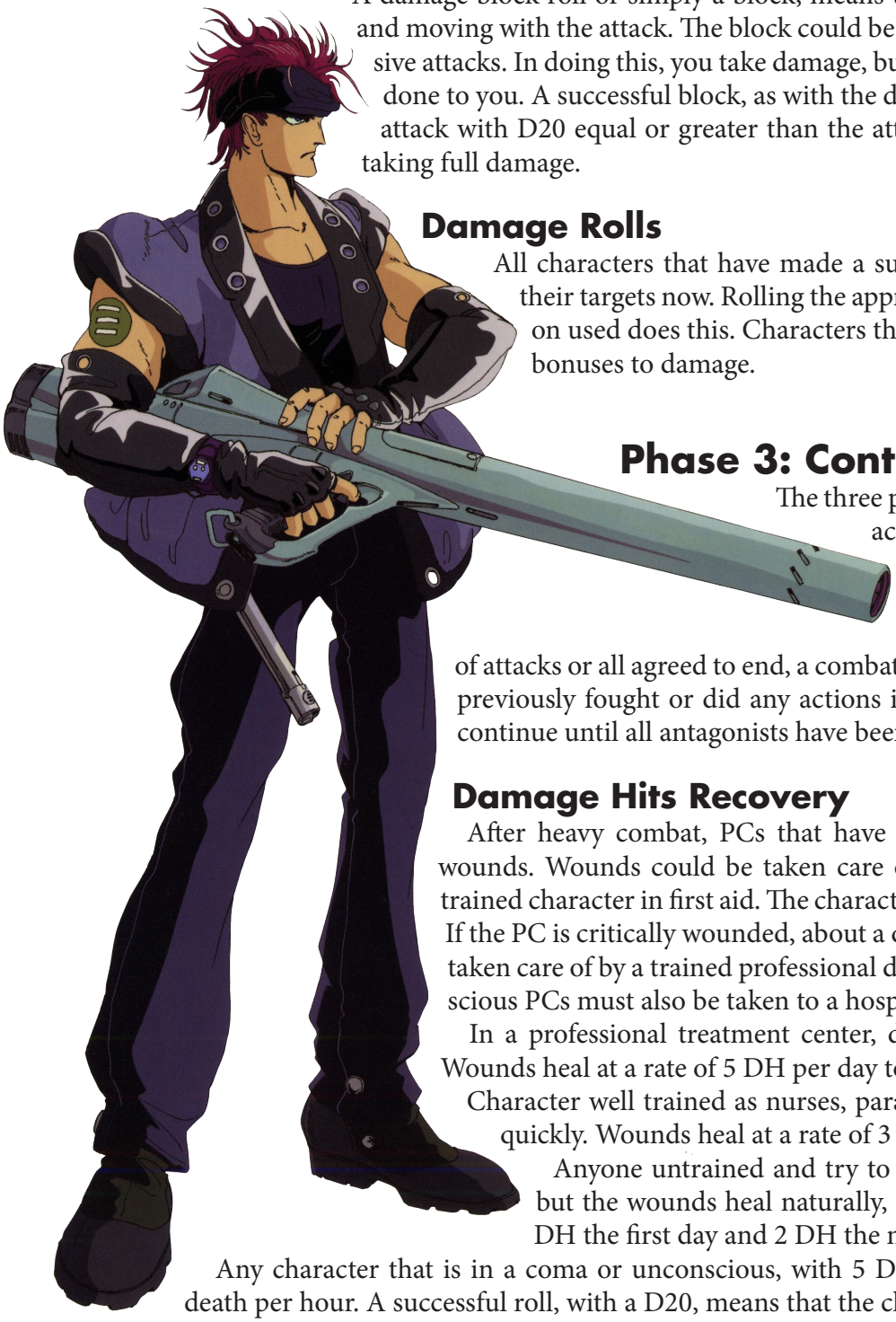
Dodge

The character could attempt to dodge the attack. Dodging usually means moving out of the way of an incoming attack, whether it is physical or a projectile. Rolling a D20 against the attackers' roll does the dodge. A successful dodge means rolling an equal or greater than the attack roll. An unsuccessful dodge means getting hit and taking full damage from the attack.

Parry

Another form of a defensive action is the parry. Parries only work with physical or melee attacks. You cannot parry a **projectile attack**. Using a body extremity or a melee weapon to block the attack and moving it away from the body does this. A successful parry, as with the dodge, means rolling equal or greater than the attack roll with a D20.

Damage Block Roll



A damage block roll or simply a block, means using body extremities to block the torso and moving with the attack. The block could be done with physical, projectile, and explosive attacks. In doing this, you take damage, but only half the damage points the attacker done to you. A successful block, as with the dodge and parry, means rolling against the attack with D20 equal or greater than the attacker roll. An unsuccessful block means taking full damage.

Damage Rolls

All characters that have made a successful attack rolls the **damage rolls** to their targets now. Rolling the appropriate damage dice for the type of weapon used does this. Characters that used physical attacks add all additional bonuses to damage.

Phase 3: Continuation

The three phases are continued until all players characters who have entered the combat round have exhausted their number of attacks or all agreed to end the combat round. When all the PC's exhaust their number of attacks or all agreed to end, a combat round is completed. All parties who have previously fought or did any actions in the previous combat round are free to continue until all antagonists have been eliminated, fled, or whatever.

Damage Hits Recovery

After heavy combat, PCs that have received damage must try to heal their wounds. Wounds could be taken care of by other character, professional or by trained character in first aid. The character may hear himself, but if he has the skill. If the PC is critically wounded, about a quarter of his total damage hits, it must be taken care of by a trained professional doctor in a hospital. Comatose and unconscious PCs must also be taken to a hospital to heal.

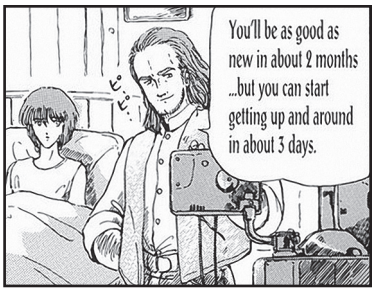
In a professional treatment center, damage hits are recovered more quickly. Wounds heal at a rate of 5 DH per day to full.

Character well trained as nurses, paramedics, or in first aid heals wounds less quickly. Wounds heal at a rate of 3 DH per day to full.

Anyone untrained and try to heal themselves could stop the bleeding, but the wounds heal naturally, even if drugs are used. Wounds heal at 1 DH the first day and 2 DH the next day per day to full.

Any character that is in a coma or unconscious, with 5 DH or less, must make a saving throw vs. death per hour. A successful roll, with a D20, means that the character will not lose damage hits for that

hour until medical help could be attained. An unsuccessful save means that the character will continue to lose damage hits until helped. With every unsuccessful roll, the PC loses 1 HD. If the damage hit goes below -5 HD, the character dies.



Critical Hit Table

Roll D20 for Body Area

1-3	Left Arm	4-6	Right Arm
7-12	Torso	13-15	Left Leg
16-19	Right Leg	20	Head (Character is dead)

Critical Legs & Arms Table

Roll D10 Area

1	Sliced veins & tissue; immobile loses 1 HD per ten minutes, +2 to initiative
2-5	Ripped muscle; arms:-5 to strike; legs: -4 to dodge, parry, and block
6-9	Broken bones; arms: cannot strike, use other arm if possible; legs: cannot walk, use some kind of support
10	Limb blown off; it's gone, need a prosthetic

Critical Torso Table

Roll D10 Effect

1-2	Body shock; immobile for 1D4 combat rounds
3-5	Organ damage; -5 to strike, -4 to dodge, parry, block character loses 5 HD per ten minutes until five or less DH then unconscious
6-7	Broken bone; -4 to dodge, parry, block
8-9	Coma; immobile for 1D20 days until treatment is found
10	Instant death

Melee Weapons

Melee weapons are hand-wielded weapons the PC uses to attack a target. They are clubs, swords, bo sticks, and so on. These weapons can be used by anyone. If a skill is picked for a specific weapon, there are bonuses for striking, parrying, and additional damage. Using melee weapons in an attack is by rolling a D20 to attack. The damage it causes is in addition to the base physical attack damage.

Projectile Weapons

Projectile weapons that are used to attack are similar to melee weapons. Any character using a projectile weapon without training has a difficulty penalty of -3 to strike. As a selected skill, projectile weapons provide additional bonuses. Firing a projectile weapon past the maximum range is a -10 to strike. These weapons do not use the base physical attack damage table, but instead use a special set of rules governing them. Projectile attacks of any type cannot be parried. Each weapon type has its own range, rate of fire, number of shots, damage, strike, rarity, and value.

Rate of Fire (RoF)

The rate of fire is the number of rounds the weapon can shoot. Usually the RoF of a weapon is one shot per attack round for a single shot weapon. Some shotguns could fire two shots in one attack round. Auto and semiautomatic weapon may fire single shots or multiple bursts in a single attack or entire combat round.

Rate of Fire Codes

#/rnd = number of shots fired in a combat round.
#/atk = number of attacks a character could attack per combat round.
Single = one shot per attack round.
Burst = may use burst attacks

Aimed Shots

A character making an aimed shot takes more time to carefully aim at an intended target. Aiming a shot takes up one attack round, and then at the next attack round the shot may be fired. While aiming, the character may not dodge or block an attack. Being stuck while aiming a shot means that the aim shot fails and is a normal attack. Aimed shots get an additional bonus of +2 to strike. Automatic targeting systems do not take a round to aim and no bonus for aiming is added to the attack.

Burst Attacks

A burst is several individual shots fired at once by an automatic weapon. In attacking with bursts, do not roll a D20 for each single shot but as a single group. The burst attack is subdivided into three types of burst attacks: small, medium, and large. The side-affect of using a burst shot is that there is a chance to hit by standards unintentionally or multiple targets within five meters on either side of the main target. This applies to all targets within the radius.

In figuring out a small burst, take the total full-loaded number of shots and multiple it by 10% (0.10) rounded up. This is the number of shots fired in an attack round

and damage is multiplied by five. Chance of hitting another target is 20%, a four or less on a D20.

In a medium burst, take the number of shots and multiply by 30% (0.30) rounded up. This is the number of shots fired in an attack round and damage is multiplied by ten. Chance of hitting another target is 50%, a ten or less on a D20.

In a large burst, take the number of shots and multiply by 50% (0.50) rounded up. This is the number of shots fired in an attack round and damage is multiplied by twenty. Chance of hitting another target is 80%, a sixteen or less on a D20.

Explosives

Explosives are treated like projectile weapons because they could be shot from a weapon or thrown. Examples are grenades, pipe bombs, grenade launchers, and mines. As a projectile, a maximum range is given for that explosive and has its own RoF. As a thrown weapon, the maximum range the explosive could be thrown is STR multiplied by ten in meters up to 2 kilograms. Each different type of explosive has a blast radius. The target takes full damage while everything else within the blast radius takes half the full damage.

Reloading

Most reloading is quite quick with ammo clip or feeders. While in combat, reloading an automatic projectile weapon takes one attack round. Reloading a shotgun or revolver type projectile weapon takes two attack rounds.

Moving Targets

Moving targets are running, jumping, or moving quickly. They are difficult to hit. There is a -3 difficulty penalty for attack moving targets.

Cover

Characters taking cover during gunfire are harder to hit. Most sane characters will take cover instead of staying in an open space. The attacker gets a -6 to strike the target under cover.

Making Saving Throws

At times, the character will have to make a saving against a particular danger. Some of them are death, coma, mental attacks, insanity, and so on. Few of the basic attributes give additional bonuses to a specific saving throw, otherwise the saving throw is standard. Making a saving is done by rolling a D20. The gamemaster rolls a D20 for the danger and then the player must roll equal or greater than the GM's roll. A successful saving throw (5 or higher) means that the PC is not affected or less affected by a particular danger. An unsuccessful saving throw (4 or lower) means the PC is affected by that danger.

Using skill points can also increase saving throw bonuses. For every additional +1, it will cost twenty skill points.

Multiple Attacks & Moves

Any character can attempt to attack more than one target, but it is very difficult to do. With every target the character attacks, there is an initial -4 to strike difficulty penalty. It starts with the main target and then another -2 to strike penalty with each additional target the character attacks. Multiple moves could also be done by any character with difficulty, but with difficulty also. As with the multiple attack, there is an initial -4 to attack. With skills, there is a -2 on any skill roll. The character cannot dodge or parry in the next attack, but he can block.

Simultaneous Attack

Another mode of attack is the simultaneous attack. In this attack the defender attacks in return instead of dodging, parrying, blocking, or any other defensive move. The character takes full damage.

Entangle

Entangling means trapping the enemy's weapon by tangling up the arms. A successful entanglement means rolling above the attacker's roll on a D20. You grab and tangle the attacker's arms so that he cannot retaliate with an attack. The attacker must roll D20 to untangle himself, but at the next attack.

Missiles

Missiles are self projected explosives. They all have some kind of thrust engine that propels them. Attacks from missiles cannot have any type of strike bonus from characters (except micro missiles). Missiles all have some kind to computer controlled guidance system, whether it's primitive or highly complex. The three classes of missiles are dummy, guided, and smart missiles. Dummy missiles havea +1 to strike. Guided missiles have a +2 to strike. And smart missiles have a +4 to strike and two attacks.

Distance ranges for missiles fall into four basic types: long, medium, short, and micro. Each type has its own maximum range, maximum speed, blast radius, damage hits, and destruct factor. See the Missile Base Damage Table.

They are also subdivided into damage types: heavy, medium, light, and micro damage ratings. Consult the Missile Base Damage Table for the amount of damage for each type of missile.

Missiles Groups

Missiles could be fired in groups. The number of missiles that could be fired in a group depends on the payload type of the launcher or missiles mount they are fired from. They could be fired in groups of two to all of them all at once in an attack round. Groups are considered at one attack. To figure out the damage a missile group does could be calculated individually or multiplied by the number of missiles fired.

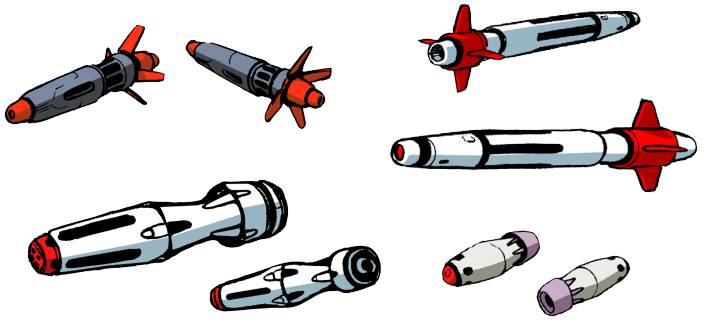
While individual missiles could be dodged, missile groups of five or more cannot be dodged. Dodging missile groups up to four could be dodged, but uses four attacks to dodge each individual missile. An alternate way to overcome an attack by a missile group is to shoot them down, by heavy weapons or missiles. First, you have to shoot the weapon at a missile by rolling a D20. Next, you have to deplete the missiles' damage hits. Then roll a D20 against the missiles' destruct factor, equal or higher. Finally, the missile group is all destroyed. An attack against a missile group counts as one attack.

Micro Missiles

Micro missiles are treated as heavy weapons. Instead of having specific bonuses to strike, bonuses are added from the heavy weapons skill. The strike bonuses could go up as a result of the PCs' increasing proficiency. Micro missiles could also be aimed at a target and be fired in groups, depending of the type of launcher used (RoF).

Missile Base Damage Table

Type	Long	Medium	Short	Micro
Heavy Damage x20	3D8	2D8	1D8	N/A
Medium Damage x20	3D6	2D6	1D6	N/A
Light Damage x10	3D4	2D4	1D4	1D6
Micro Damage x10	N/A	N/A	N/A	1D4
Additional Info	**Long**	**Medium**	**Short**	**Micro**
Max Range (Km)	3000	1000	100	2
Max Speed (Kph)	2500	1800	1000	500
Blast Radius (M)	25	15	10	5
Damage Hits	50	30	15	5
Destruct Factor	15	10	7	4



Mecha Combat

All piloted forms of vehicles (cars, tanks, power armor, Mortar Headds, starships) hereon will be referred to as mecha, plural. Mech is the the singular form. Combat with mecha is almost the same as with hand-to-hand combat. Players must still determine initiative, roll to strike, the defender may parry or dodge, damage is determined and defender may attempt to roll with the punch or impact. These are always the basic combat actions. Each mecha will have their own capabilities that are separate that of the pilot and some, enhanced by the pilot. Depending the size of the mecha, each will have a number of attacks per round. The major difference is the structural materials and the size deferential of the various mecha.

High-Strength Structural Materials

These materials are made off heavy duty or highly composite materials. The concept of these material is that they differ highly from normal, DH, materials (flesh, wood, plastic, concrete,etc). For game purposes, the strength of these high-strength materials will be called HS. It's important for players to understand the difference between normal DH (damage hits) as opposed to HS.

Lets use a common sense example of the difference between the two. I'm certain that everyone knows what an armored money carrier is. If not, it's one of those armored vehicles one sees at grocery stores, department store, banks, etc with guards surrounding it to protect the money it carries from criminals.

Now let's take one criminal trying to get into that armored vehicle. One try, he hits it with a wood bat. Nothing happens. Next he tries a iron bar on it. A small scratch. Next he throws a concrete hollow block at it with all his might. Also a small scratch. Finally, somehow, the criminal has an AK-47 sub machine gun and wails at it. The high caliber rounds just bounce of leaving small dents. As a last resort, the criminal manages to get a bazooka that does HS damage, probably one of the least powerful HS weapons. He takes a shot at it, there's an explosion and a the back doors of the armored vehicle fall partially open.

Our lesson here, normal materials will not damage high-strength materials. On the other hand, HS materials will always destroy DH material with force applied.

Mecha Combat Rules Against Larger Opponents

It's just a matter of physics that the bigger the object, the slower it moves relative to the smaller object. The following simplified rules applies to mecha combat that's relatively larger than the attacker. Note that when you're in combat with another of similar sized mecha, the dodg-

es are not used. The following penalties for opponents:

Small Opponents
- Size: 3m to 5m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: -3

Medium Opponents
- Size: 6m to 10m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: -9

Large Opponents
- Size: 11m to 30m length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: Automatic hit–no attack roll needed.

Über Opponents
- Size: 31m+ length or height, whichever is larger relative to attacker
- Attacks per Round: By type of mecha
- Dodge: Come on, if you can hit this, you have issues. No attack roll needed.

Mecha Combat Rules Against Smaller Opponents

During the course of a campaign, some of the characters might pilot large mecha such as Mortar Headds or Air Barrels. When a player pilots such large mecha, some rules apply when combating relatively smaller opponents, such as a person, persons piloting power armor or an armored personnel carrier. The attacker receives the following penalties:

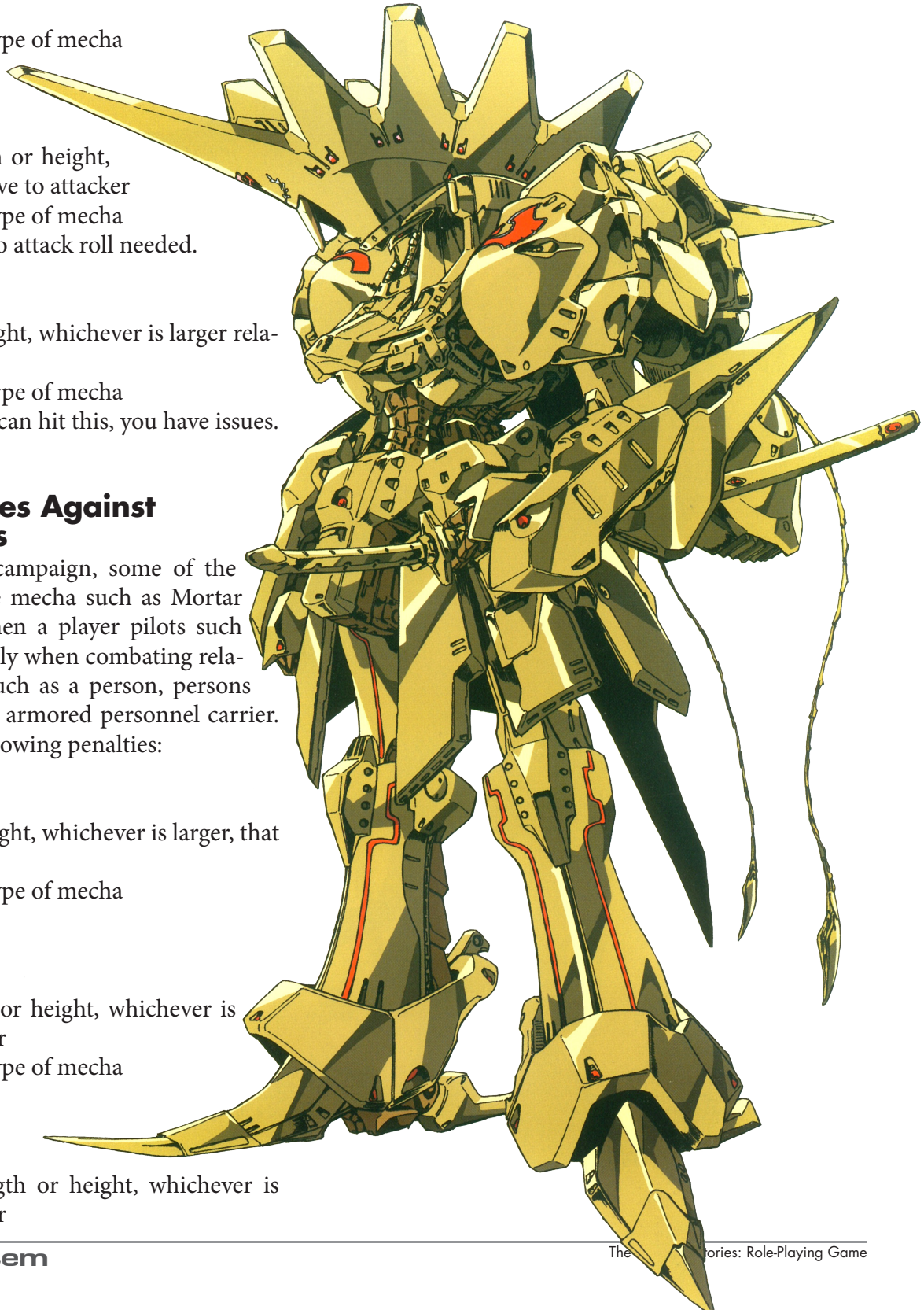
Small Opponents
- Size: To 3m length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -2

Smaller Opponents
- Size: 4m to 10m length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -6

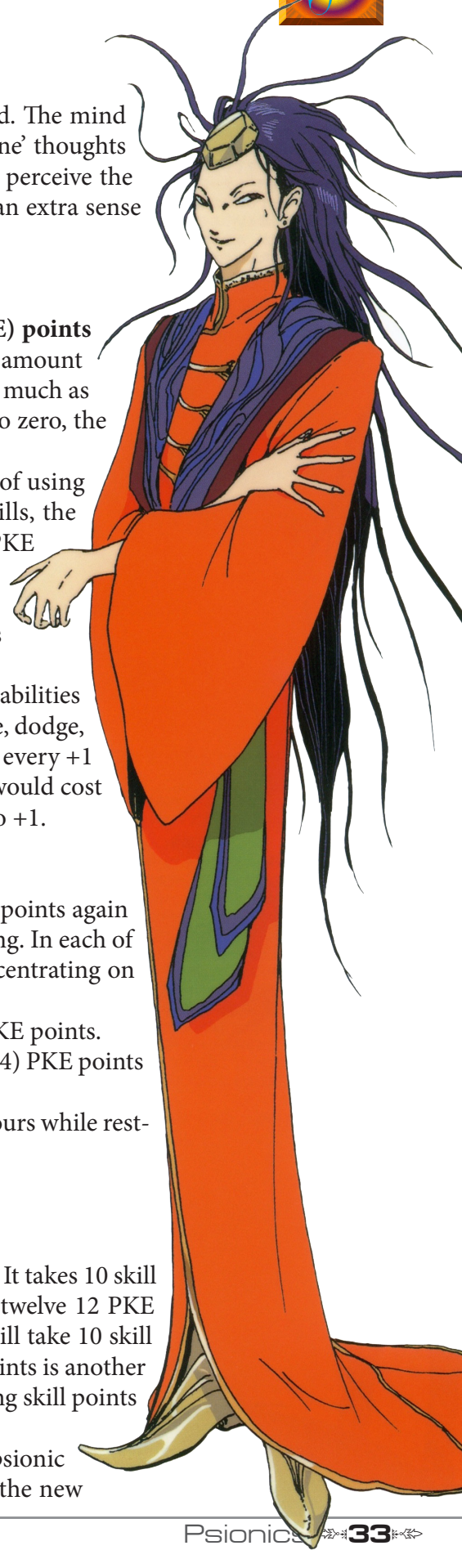
Smallest Opponents
- Size: 11m to 25m+ length or height, whichever is larger, that of the attacker
- Attacks per Round: By type of mecha
- Attack: -12

Mecha Combat Rules For Equally Sized Opponents

When engaged in combat with a similarly sized opponent, there are no special size penalties. Each mech will still have their own attacks per round. Pilot bonuses will also applied in combat.



PSIONICS



Psionics are a special inborn ability to manipulate objects with the mind. The mind is used to do unnatural feats such as making objects float, read someone' thoughts and so on. Characters with psionics have an edge because they do not perceive the world like a normal character. Instead, their special abilities could give them an extra sense or heighten normal senses far beyond the normal person.

Psychokinetic Energy Points

All characters get psychokinetic energy points. **Psychokinetic energy (PKE) points** are used when a psionic ability is performed. Each psionic ability will have the amount of PKE points needed when the PC uses an ability. The PC can use an ability as much as he wants until he has used all his PKE points. When PKE points are reduced to zero, the PC cannot use psionic abilities until he regains them again.

A character without any psionic abilities could spend PKE points. Instead of using PKE points for psionic abilities, they are used as "luck." When used with skills, the PC can temporarily increase his skill ability with each use. The amount of PKE points used is five (5) for every skill rating increase of two (+2). If the PCs' prowl skill rating is four (4) and wants to increase it to six (6) temporarily, it would cost five PKE points. After the PC uses the skill, the skill rating drops back to four.

In combat, non-psionics use PKE points to temporarily increase combat abilities also, but not saving throws. The combat abilities that could be affected are strike, dodge, parry, and block for one attack round. The amount of PKE points used is 10 to every +1 to any combat ability. If the PCs' strike is +1 and wants to increase it to +2, it would cost 10 PKE points. At the end of the attack round, the combat bonus drops back to +1.

Recovery of Psychokinetic Energy Points

When PKE points are all gone or drained, the character can regain his PKE points again to maximum level. Two ways of regaining PKE points are resting and meditating. In each of these methods, the PC must do it without interruption and must remain concentrating on resting or meditation.

For resting, the character must rest or sleep for six hours to regain five (5) PKE points.

While meditating, the character must meditate in any fashion to regain four (4) PKE points per hour.

Characters without psionic abilities regain three (3) PKE points per twelve hours while resting or meditating.

A full nights' sleep will restore all PKE to full.

Skill Points & Psionics

To increase the characters' psychokinetic energy points, skill points are used. It takes 10 skill points to increase every one additional PKE point. For example, the PC has twelve 12 PKE points and wants to increase them by one to 13. Since he has twelve now, it will take 10 skill points to increase to them to 13 and so on. Increasing psychokinetic energy points is another exception for saving skill points over 20. Tell the gamemaster that you are saving skill points for PKE points.

Besides increasing PKE points, characters can use skill points to learn more psionic abilities. It takes five times the power level in skill points for the selection of the new

Psionic Ability List

Level One (L1)

Cause
Directional Sense
Stop Pain
Pain
Fright
Thirst Resistance
Confusion
Hyper Reading
Death Sleep
Hunger Resistance

Level Two (L2)

Aura Detection
Fatigue Resistance
Psionic Purification
Delude
Genius
See Invisibility
Empathic Sense
Instinct
Sense Psionics
Energy Absorption
Mass Control
Sleep

Level Three (L3)

Altering Aura
Nightvision
Protective Shield
Auto Mind Defense
Object Levitation
Psionic Diagnosis
Mental Blast
Object Read
Recall
Mental Stun
Poison/Toxin Resistance

Level Four (L4)

Anti-Life Field
Light Chameleon
Pyrokinesis
Evil Sense
Mental Invisibility
Self Levitation
Heal Touch
Mental Shield
Hyper Leaping
Plant Control

Level Five (L5)

Cyrokinesis
Psionic Surgery
Telepathy
Hyper Running
Reflection
Life Drain
Sense Magnification
Molecular Disruption
Speed Healing

Level Six (L6)

Hypnotic Suggestion
PKE Shield
Total Healing
Mind Control
Precognition
Mind Power
Range Mind Block
Molecular Sense
Stunning Force

Level Seven (L7)

Body Control
Exorcism
Mind Strike
Repelling Force
Empathic Transmission
Memory Wipe
Psionic Shield
Telekinetic Flight

Level Eight (L8)

Molecular Phasing
PKE Transfer
Teleport Object
Repulsion Field
Psionic Sword

Level Nine (L9)

Electrokinesis
Summoning
Temporal Copy
Planar Gate
Teleportation
Time Phasing

Level Ten (L10)

Machine Read
Time Navigation
Weather Manipulation
Time Distortion
Time Negation

ability. For example, the PC has an L2 (Level Two) power level ability and he wants to get an L3 (Level Three) ability. Since he has an L2 now, it will take fifteen skill points to get an L3 (L3 x 5 = 15 skill points) ability.

Learning New Abilities

All psionic characters can learn new abilities. But first, the character must get new psionic abilities in ascending order (L1, L2, L3, and so on). He also must have at least five psionic abilities in the current power level. For example, the PC has four abilities that are L4 power level. He wants to get an L5 power level ability, but he cannot. He needs to get one more L4 ability before he could get the L5 ability.

Psionic Combat

As with hand to hand personal combat, psionic combat is streamlined for simple use. Psionic combat is fully integrated with the personal hand to hand combat system. Psionics are used during **Phase Two: Attack/Defense** over a physical attack. One attack is used with all psionic abilities or otherwise specified. Direct psionic attacks to the target cannot be dodged, parried, or blocked. Instead, the defending player makes a saving throw vs. mental/psionic attacks. **See Hand to Hand Physical Combat: Making Saving Throws.** Psionic attacks made with physical objects can be dodged, parried, and blocked. In non-combat movement, psionics could be used anytime but one ability at a time.

Psionic Ability Descriptions

Psionic abilities are described in template form. The templates give the power level, number of psychokinetic energy (PKE) points used, range, duration, and the effect of the psionic.

The power level is the level of the psionic ability. Psionic abilities are divided in to ten power levels. From one, the least powerful of psionic abilities to ten, the most powerful psionic abilities.

Psychokinetic energy points used are the required PKE to activate that psionic ability. Power level L1 uses the least while power level L10 uses the most. Some abilities may require additional PKE points to be more effective.

The range is how far that psionic ability could reach. Ranges are from self, touch, measured distance, and everything within a radius.

Duration is the length of time the psionic ability lasts. The duration could be from instantaneous to indefinite. If the duration is lengthy, the psionic can negate the ability at anytime.

The effect of the psionic ability is the description of the ability. Additional limits and effects are also described.

Level 1 Abilities (1-3 PKE)

Cause Pain
PKE Points: 1
Range: Touch
Duration: Attack Round
Effect: This ability allows the PC to cause pain to anyone he touches. It does not cause any damage, but extreme pain. Affected characters will be in pain and cannot make any offensive or defensive movements for 1D4 attack rounds. A saving throw must be made to counter the effect.

Confusion
PKE Points: 3
Range: 20 Meter Radius
Duration: Combat Round
Effect: The psionic causes confusion and disorientation in others. In combat, the attacker loses all attacks for the rest of the combat round. A saving throw must be made to counter the effect.

Death Sleep
PKE Points: 1
Range: Self
Duration: To 10 Days
Effect: A state of mind over matter that slows the metabolism to such a degree that is creates a temporary state of suspended animation. Others examining the PC will believe that he is dead (90% chance). Toxins and chemicals are slowed, doing quarter damage or effect but will take full effect the instant the death trance duration is over. The psionic cannot make any kind of movement. Saving throws are optional.

Directional Sense
PKE Points: 3
Range: Self
Duration: 2 Hours
Effect: This ability causes the psionic to regain direction. While lost in a wilderness and direction, bearings are immediately restored and used to return to the original start location. When used for exploring instead of returning, there is a 60% chance of success of reaching the destination. Saving throws are optional.

Fright
PKE Points: 2
Range: 10 Meter Radius
Duration: 1 Combat Round
Effect: This causes all people or animals within the range to fear the psionic and run away. A saving throw must be made to counter the effect.

Hunger Resistance
PKE Points: 2
Range: Self
Duration: 6 Hours
Effect: Another mind over matter discipline that subdues any feeling of hunger. This allows the character to function at full effectiveness without nourishment. It is important to point out that during the duration, the body is still suffering from malnutrition and starvation. If suffering from malnutrition, -2 to save vs. coma/death.

Hyper Reading
PKE Points: 3
Range: Self
Duration: 1 Combat Round
Effect: This is the ability to read and comprehend the written word extremely quickly. Speed of reading is 30 pages per combat round (10 seconds). Highly technical texts will reduce the speed-reading by half (15 pages per combat round) and may require two readings. Saving throws are optional.

Stop Pain
PKE Points: 2
Range: Self/Touch
Duration: Instant
Effect: The ability to deaden pain can be used as a painkiller that temporarily negates existing pain or as an anesthetic to be used for surgery. Saving throws are optional.

Thirst Resistance
PKE Points: 1
Range: Self
Duration: 6 Hours
Effect: This ability is identical to resist hunger it applies to the consumption of water. It does not negate the long-range damage from dehydration.

Level 2 Abilities (4-8 PKE)

Aura Detection
PKE Points: 4
Range: 15 Meter Radius
Duration: 2 Combat Rounds
Effect: All things, organic and inorganic, have an aura. The aura has distinctions and can be used to see or sense things invisible to the eye. Seeing an aura will show the presence of psionic abilities, high or low PKE, presence of a possessing entity or the presence of an unusual human illness but does not specifies what.

Delude
PKE Points: 4
Range: 20 Meter Radius
Duration: Combat Round
Effect: This ability will cause an attacking opponent to use his least powerful attack in combat. In combat or non-combat all affected foes must make a saving throw vs. delusion. A failed saving throw in non-combat will cause foes to run away in fear.

Empathic Sense
PKE Points: 7
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: The psionic can sense the emotions of another person or animal within the range of the ability. This is not a form of mind reading. Saving throws are optional.

Energy Absorption
PKE Points: 5
Range: Self
Duration: Instant
Effect: The character can mentally change one form of energy to help heal himself. When the energy type is used to attack the PC, instead of taking damage, the PC gains damage hits equally to the damage caused. The gamemaster selects the type of energy the character can use or the player can roll on the following table:

Roll D8 for Power

1	Photon/Light Energy	5	Nuclear Energy
2	Coherent/Laser Energy	6	Plasma/Heat Energy
3	Electric Energy	7	Psychokinetic Energy
4	Ion/Particle Energy	8	Kinetic/force Energy

Fatigue Resistance
PKE Points: 5
Range: Self
Duration: 6 Hours
Effect: A mind over matter discipline that enables the psionic to engage in physical activity without suffering from exhaustion. Although the fatigue is resisted for a long period of time, there is a 75% chance that he will lapse into a coma for 1D6 hours. DH are not lost. Saving throws are optional.

Genius
PKE Points: 6
Range: Self
Duration: During use of skill
Effect: This ability causes the psionic to temporarily in-

crease his skill rating. Unlike the "luck" for non-psionics, for every additional +1 skill rating two additional PKE points are used in additional to the initial PKE points needed to active the ability. Saving throws are optional.

Instinct
PKE Points: 4
Range: Self
Duration: 1 Combat Round
Effect: This ability increases the instinct of the psionic. He is aware of the intentional of all those around him. In combat, the psionic receives an additional +2 to initiative and dodge. Saving throws are optional.

Mass Control
PKE Points: 8
Range: 5 Meters
Duration: 1 Hour
Effect: The psionic can actually change the size of the target. Increasing the size the target increases the DH of the target, five for every .5 meter of growth. Decreasing the size the target decreases the DH of the target, five for every .5 meters. A saving throw must be made to counter the effect.

Psionic Purification
PKE Points: 8
Range: Touch
Duration: Instant
Effect: The psionic can use his abilities to slow a person's metabolism and destroy chemicals, drugs, poisons, and toxin within the body. Damage done before purification still exists. Saving throws are optional.

See Invisibility
PKE Points: 7
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: The character can see forces, objects, and creatures that invisible or are naturally invisible. Even if the creatures have no form. The psionic can detect the vaporous image or energy sphere that is the being. Saving throws are optional.

Sense Psionics
PKE Points: 5
Range: 10 Meter Range
Duration: 5 Minutes
Effect: This is a mental probe that will show the presence of PKE within the immediate area. The probe cannot be used to pinpoint neither the exact location of the PKE nor the level of power. Saving throws are optional.

Sleep
PKE Points: 5
Range: 5 Meters
Duration: Instant
Effect: This ability is a recuperative power to induce sleep on those who are ill, exhausted, or insomniac. The person will fall into a normal, restful sleep from which he can be easily roused. A saving throw must be made to counter the effect.

Level 3 Abilities (9-14 PKE)

Altering Aura
PKE Points: 11
Range: Self
Duration: 1 Hour
Effect: This ability alters the aura around the character to give off a false message to mental probes. Saving throws are optional.

Auto Mind Defense
PKE Points: 9
Range: Self
Duration: 10 Minutes
Effect: The moment the psionic is being mind probed, a personal mind block automatically snaps into place. It also alerts the psionic to the fact that he is being probed or attacked by empathy or telepathy. Saving throws are optional.

Mental Blast
PKE Points: 13
Range: 20 Meters
Duration: Instant
Effect: The psionic uses pure PKE to attack an opponent. Damage is equal to the PKE used plus 2D6 to DH. A saving throw must be made to counter the effect.

Mental Stun
PKE Points: 11
Range: 15 Meters
Duration: Instant
Effect: This ability allows the psionic to used PKE to stun an opponent for the duration. The opponent cannot perform any movements for the duration. A successful saving thrown must be made every combat round to counter the effect.

Nightvision
PKE Points: 13
Range: 200 Meter Radius
Duration: 10 Minutes
Effect: The psionic can adjust his visual capabilities. Eyes are made to become much more light sensitive and basically work on the same principles of mechanical light amplification. The eyes simply amplify existing light, such as candlelight, star, or moonlight, to see clearly. There must be some source of light to see (cannot see in total darkness). If suddenly exposed to light brighter than a single candle, the psionic will be temporarily blinded for 1D6 attack rounds. Saving throws are optional.

Object Levitation
PKE Points: 9
Range: 10 Meters
Duration: 2 Minutes
Effect: The psionic can raise an inanimate object (not people or animals) up and hover. He can levitate up to 20 Kg and up to 2 meters high. This is a limited form of telekinesis and cannot be used in combat. Saving throws are optional.

Object Read
PKE Points: 12
Range: Touch
Duration: 1 Hour
Effect: The psionic can read the history of any item he touches with 30% accuracy and six months past. Saving throws are optional.

Poison/Toxin Resistance
PKE Points: 9
Range: Self
Duration: 2 Hours
Effect: The character can negate the full effects of poisons and toxic chemicals that he has ingested (eaten or drank) or introduced into the body, as long as he has advance knowledge of its deadly properties. +2 to save vs. poisons/drugs.

Protective Shield
PKE Points: 13
Range: Self
Duration: 10 Minutes
Effect: When the psionic starts this ability, an invisible shield surrounds the psionic. The shield will have 10 DH and a DR of +10. Besides the PKE points used to begin the ability, the DH could increase by one for every addition five PKE points. DR cannot be changed. Saving throws are optional.

Psionic Diagnosis
PKE Points: 12
Range: Touch
Duration: Instant
Effect: The psionic can sense physical pain, damage, and disease, with clarity. Saving throws are optional.

Recall
PKE Points: 12
Range: Self
Duration: Instant
Effect: The character remembers every word he reads. Specific blocks of information can be recalled in perfect detail at will. Each block of information costs the initial PKE to recall in absolute detail. Saving throws are optional.

Level 4 Abilities (5-21 PKE)

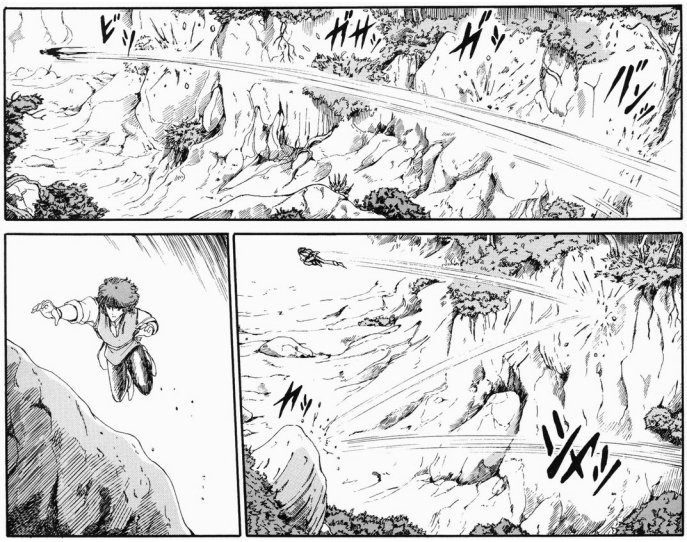
Anti-Life Field
PKE Points: 16
Range: 10 Meters
Duration: Instant
Effect: All those affected will loose all DH but one. All attacks are lost and 80% (2D10) change of going unconscious. A saving throw must be made to counter the effect.

Evil Sense
PKE Points: 21
Range: 40 Meter Radius
Duration: 5 Minutes
Effect: This ability gives the psionic to sense an evil aura within the radius and pinpoint where they are. Saving throws are optional.

Heal Touch
PKE Points: 18
Range: Touch
Duration: Instant
Effect: The healing touch is a remarkable healing abil-

ity that can instantly heal cuts, burns, bruises, and similar physical wounds. The touch restores 2D6 DH. The healing touch can only be used on other living creatures, never on himself. Saving throws are optional.

Hyper Leaping
PKE Points: 15
Range: Varies
Duration: One Leap
Effect: This Ability allows the PC to leap extraordinary distances. He could leap 10 times the AGL attribute in meters. Saving throws are optional.



Light Chameleon
PKE Points: 17
Range: Self
Duration: 15 Minutes
Effect: This ability can make light bend around his body making him virtually invisible. He will remain invisible for the duration. Saving throws are optional.

Mental Invisibility
PKE Points: 19
Range: 20 Meter Radius
Duration: 10 Minutes
Effect: The psionic can cause all those around him to make himself unnoticeable. A saving throw must be made to counter the effect.

Mental Shield
PKE Points: 16
Range: 20 Meter Radius
Duration: 1 Combat Round
Effect: The psionic may automatically sense any creature with psionics that approaches within a few meters. He may also consciously attempt to use this ability to block the effects of one mental attack a combat round. A saving throw must be made to counter the effect.

Plant Control
PKE Points: 18
Range: 10 Meter Radius
Duration: 10 Minutes
Effect: The psionic may control one plant within range. The controlled plant can be used to entangle, hold, or attack opponents. Opponents may attempt to dodge, block, or parry.

Pyrokinesis
PKE Points: 20
Range: 30 Meters
Duration: Instant
Effect: The psionic has the ability to increase the temperature within an area. He may use this ability to attack a creature by making an attack roll causing it to burn and causing 1D6 DH per attack round. A pyrokinetic can cause smoke, sparks, flares, and colored fire and also control the direction of the fire spreading. The psionic is immune to heat damage when this ability is activated. Saving throws are optional or dodge when used as an attack.

Self Levitation
PKE Points: 17
Range: Self
Duration: 5 Minutes
Effect: The psionic can actually raise himself and hover. He could rise to 10 meters high. This is not true flight. Saving throws are optional.

Level 5 Abilities (22-28 PKE)

Cyrokinesis
PKE Points: 24
Range: 30 Meters
Duration: Instant
Effect: The psionic has the ability to decrease the temperature within an area. He may use this ability to attack a creature by making an attack roll causing it to freeze and causing 1D8 DH per attack round. A cryokinetic can shape the ice, cause it to splinter, create more ice and change its color. After three combat rounds of exposure to cold, water will freeze, and pottery, plastic and crystal will turn brittle. Saving throws are optional or dodge when used as an attack.

Hyper Running
PKE Points: 28
Range: 100 Kilometers

Duration: End of Range
Effect: This ability allows the psionic to run at extraordinary speed for a duration or distance. He could run 15 times his AGL attribute. Saving throws are optional.

Life Drain
PKE Points: 26
Range: Touch
Duration: Instant
Effect: This ability causes the life force (DH) of any living thing the psionic touches to be drained. The amount of DH drained is ten. One can drain additional DH for every additional five PKE points used. A saving throw must be made to counter the effect.

Molecular Disruption
PKE Points: 26
Range: 10 Meters
Duration: Instant
Effect: The psionic can disintegrate anything up to 500 kilograms of mass. The target takes 3D4 DH per attack round. Armor does not stop this attack, but there are saving throw modifiers. These modifiers are in addition the targets saving throws, if any.

Material	Modifier	Material	Modifier
Metal	+10	Stone	+8
Plastic	+6	Vegetation	+2
Flesh	none		

Psionic Surgery
PKE Points: 25
Range: Touch
Duration: 1 Hour
Effect: Psionic surgery is used to repair broken bones, internal injuries, removal of foreign objects (bullets, etc.), or when the PC has suffered so much damage that he or she has lapsed into a coma (five DH or less). A diagnosis must be made before the surgery. Saving throws are optional.

Reflection
PKE Points: 28
Range: Self
Duration: Combat Round
Effect: This ability allows the psionic to reflect a specific form of energy attack back at the attacker by making a successful saving throw. See Energy Absorption for types of energy.

Sense Magnification
PKE Points: 22
Range: 35 Meter Radius
Duration: 5 Minutes
Effect: This ability allows the psionic to increase his hearing and sight. He receives +4 long-range strike with projectile weapons and +3 initiative. Saving throws are optional.

Speed Healing
PKE Points: 23
Range: Touch
Duration: Instant
Effect: The healer can stimulate another person's healing energies to increase their healing powers. 3D4 DH are restored. Saving throws are optional.

Telepathy
PKE Points: 23
Range: 10 Meters
Duration: 5 Minutes
Effect: The psionic may communicate with other intelligent creatures through projected thoughts and emotions within range. Saving throws are optional.

Level 6 Abilities (29-36 PKE)

Hypnotic Suggestion
PKE Points: 29
Range: Touch or 3 Meters
Duration: 15 Minutes
Effect: The power of suggestion is a psionically boosted form of simple hypnosis. The implanting or "suggestion" of an idea must be subtly worked into a comment and eye contact. The suggestion must be kept simple and clear, such as "You know you can trust me." A saving throw must be made to counter the effect.

Mind Control
PKE Points: 29
Range: 250 Meters
Duration: 1 Day
Effect: This ability allows the psionic to control another creature's mind, not body. It applies to creatures with an INT less than nine. Creatures with a higher INT must make a saving throw to counter the effect. While being controlled, the creature mind will lie dormant. He will not remember what has happened. The control lasts for the duration.

Mind Power
PKE Points: 31
Range: 10 Meters
Duration: 10 Minutes or until broken

Effect: The psionic can link his mind and PKE to another psionic. Powers are combined together. Any psionic ability they use while linked, the effects are doubled. The PKE used in the activation of the ability are standard. A failed roll will result with a broken link. A mental instability will occur. A saving throw must be made to counter the effect.

Molecular Sense
PKE Points: 30
Range: Touch
Duration: 1 Hour
Effect: The psionic instinctively understands the structure of anything he touches. He adds +5 to DH when attacking something he touched. He also has +5 skill rating to any skill that deals with the repair, examining, and restructuring of any material. Saving throws are optional.

PKE Shield
PKE Points: 33
Range: Self
Duration: 30 Minutes
Effect: A psionic defense that can be used to prevent PKE from siphoning the psionic. Saving throws are optional.

Precognition
PKE Points: 31
Range: 50 Meter Radius
Duration: Instant
Effect: The psionic can sense danger before it strikes. He knows the direction of the danger. He may also use this ability to attempt to see one minute into the future, but the clarity of what he sees has a 40% chance for error. Saving throws are optional.

Range Mind Block
PKE Points: 34
Range: 30 Meter Radius
Duration: 10 Minutes
Effect: The master psionic can instantly create a mental barrier or mind block to protect himself and those around him, with in a radius. Everyone within the radius will have a +5 to saving throws. Saving throws are optional.

Stunning Force
PKE Points: 33
Range: 30 Meters
Duration: Instant
Effect: The psionic may make a stunning attack. Those successfully hit within range are stunned for 1D4 attack rounds during combat or one minute. Four DH is caused by this stun attack. A saving throw must be made to counter the effect.

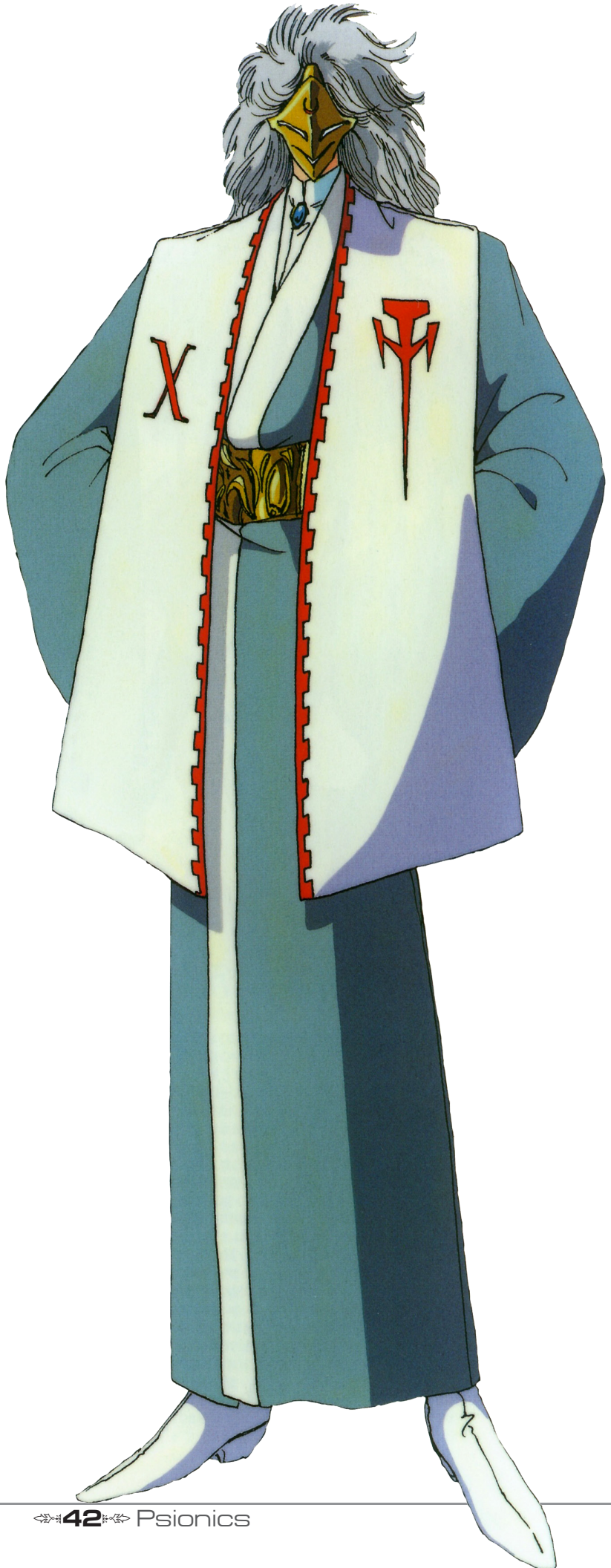
Total Healing
PKE Points: 29
Range: Self
Duration: Instant
Effect: The psionic can accelerate his healing process to heal himself in one round. He heals 20% of his lost DH per attack round. This ability also is used to heal crippling injuries, disease, and poison. A failed roll means the healing does not take place.

Level 7 Abilities (37-45 PKE)

Body Control
PKE Points: 42
Range: 250 Meters
Duration: 12 Hours
Effect: This ability allows the psionic to control a creature's body. A saving throw must be made to counter the effect. Affected creatures will have no control over his body movements. The effect lasts for the duration.

Empathic Transmission
PKE Points: 37
Range: 20 Meters
Duration:
Effect: This ability enables the psionic to instill powerful emotions into another living creature, person, or animal. Emotions it instills are despair or sorrow, confusion, fear, hate or anger, love or peacefulness, and trust. A saving throw must be made to counter the effect.

Exorcism
PKE Points: 49
Range: 1 Meter
Duration: Instant
Effect: The psionic can perform a rite of exorcism that uses PKE to expel the "spirit" from its host. A successful



roll means that the spirit leaves. There is a 10% chance that the spirit will possess the psionic. An unsuccessful roll means that the spirit stays in the possessed body. A saving throw must be made to counter the effect.

Memory Wipe
PKE Points: 45
Range: Touch
Duration: Varies
Effect: To mind wipe an intelligent creature, the psionic must make physical contact, touching his victim's head. The process takes about three minutes to complete. The loss of memory is temporary, lasting 1D4 days. A saving throw must be made to counter the effect.

Mind Strike
PKE Points: 43
Range: 40 Meters
Duration: Instant
Effect: The psionic can focus his psionic energy into a powerful bolt of mental force and hurl it at a visible target with amazing accuracy. The amount of damage the bolt inflicts is 4D6 DH. A saving throw must be made to counter the effect.

Psionic Shield
PKE Points: 37
Range: Self
Duration: 15 Minutes
Effect: The psionic can create a shield out of thin air. It will appear sky-blue and have 60 DH and +7 DR. It disappears at the psionic's will, the duration, or the depletion of all the DH. Saving throws are optional.

Repelling Force
PKE Points: 39
Range: 1 Meter Radius
Duration: Varies
Effect: The psionic can create a force field 2 meters wide that will block all physical attacks from any item less than 300 kilograms or less than 50 DH. The field has a DR of +9. This effect is good against crushing attacks, crashes, collisions, and falling. The field has 100 DH until it fails.

Telekinetic Flight
PKE Points: 43
Range: Self
Duration: 1 Hour
Effect: The psionic may fly through the air telekinetically. Maximum speed three times his speed in kilometers. He can carry items two times his weight in kilograms.

There is a +4 dodge bonus. The psionic uses initial PKE plus an additional five PKE per ten minutes. Saving throws are optional.

Level 8 Abilities (46-55 PKE)

Molecular Phasing
PKE Points: 55
Range: Self
Duration: 15 Minutes
Effect: This ability allows the psionic to change is molecular structure to phase into normal matter. It allows him to go through any material for the duration. He appears solid, but when touching anything, it goes through him. If the PC is phased by the end of the duration, he materialized in to the structure instantly killing him. A saving throw must be made to counter the effect or die.

Repulsion Field
PKE Points: 46
Range: 1.5 Meter Radius
Duration: Varies
Effect: This ability is similar to Repelling Force, except it works against mental attacks. A three meter spherical force field created has a DR of +9. It has a DH of 40. Saving throws are optional.

PKE Transfer
PKE Points: 49
Range: Touch
Duration: Instant
Effect: The psionic can transfer his own PKE to anyone he touches. Besides the initial PKE to activate this ability, he chooses the amount of PKE he wants to transfer if he has any PKE left. He cannot transfer more PKE that he has. Saving throws are optional.

Psionic Sword
PKE Points: 50
Range: Self to 1 Meter
Duration: 15 Minutes
Effect: The psionic can create a sword out of thin air. It will appear any color he wishes and is one meter long. The sword will cause 4D4+STR DH to anything it strikes and has a +4 to strike. It will only last for the duration. It could only be dodged, parried, or blocked. Saving throws are optional.

Teleport Object
PKE Points: 49
Range: 40 Meters
Duration: Instant
Effect: The psionic can cause any object weighing no more than five kilograms to teleport into his hand. He must be able to see the item he is trying to teleport. A failed roll means that the item disappears and appears nearby (3D4 meters).

Level 9 Abilities (56-66 PKE)

Electrokinesis
PKE Points: 59
Range: 15 Meter Radius
Duration: Instant
Effect: Electrokinesis is an ability that allows the psionic to exert amazing physical control over electricity. The psionic can manipulate his body to resist up to 100 million volts with no will ill effect. The character can cause static electricity within an area, and also emit an electrical charge by touch causing 3D6 DH. He can also give electrical energy to devices that require electricity to operate. The psionic can sense or feel electricity and pinpoint its exact location. A saving throw must be made to counter the effect.

Planar Gate
PKE Points: 65
Range: Varies
Duration: Varies
Effect: The psionic can create a three meter square door into an alternate plane of existence, within range. He then can manipulate this plane to strike any creature within range on a successful strike roll. The victim must make a saving throw or fall through the door. Creatures may attempt to find their way out as long as the door is open by making another save once each minute but with a -5 difficulty modifier. Once the door is closed, the creature is lost and will not return. Previously trapped creatures may try to escape again when the psionic opens the gate.

The psionic may also use these planes to teleport randomly. He and those touching him may step through one plane and back into the world through another. The GM may decide where the character teleports to.

Roll D10 for Distance

1	1D6 x 1000 kilometers	5	1D8 x 100 meters
2	1D6 x 100 kilometers	6	1D6 x 100 meter
3	1D6 x 10 kilometers	7	1D6 x 10 meters
4	1D6 x 1 kilometer	8	1D6 meters
9	Lost for 3D4 days (Re-roll for distance)		
10	1D10 meters up (Re-roll for distance)		

Summoning
PKE Points: 56
Range: 1 Kilometer
Duration: Varies
Effect: The psionic may attempt to summon and command an unintelligent animal within range. He may automatically summon one creature whose INT is less than one. It requires a roll of six or higher. The psionic must state what type of creature he is attempting to summon. The creature will obey the psionic's commands for 3D4 minutes. At the end, the creature will leave and avoid further summoning.

Teleportation
PKE Points: 59
Range: Varies
Duration: Varies
Effect: The psionic can teleport himself and his equipment up to a number of kilometers equal PSY times 100. If he has not spent at least two hours memorizing his landing spot, he will suffer a -10 to his roll. A failed roll means that he appears somewhere within the radius and lost for 1D4 weeks.

Temporal Copy
PKE Points: 57
Range: Self
Duration: Instant
Effect: This ability allows the psionic to create one perfect copy of himself. Moving back and forth through time rapidly does it. Should the duplicate be slain, the psionic instantly loses 25% of his DH and falls unconscious for 1D8 hours. At the end of the duration, the duplicate and equipment disappear. A saving throw must be made to counter the effect.

Time Phasing
PKE Points: 63
Range: Touch
Duration: 1 Hour
Effect: This ability allows the psionic to manipulate time to repair a broken item, by reaching back to a time when the item was new. He may restore energy to a drained item or fix broken functions. The mutant must first have an idea of what is wrong with the item before it can be fixed.

Level 10 Abilities (67+ PKE)

Machine Read
PKE Points: 78
Range: Touch to 2 Meters
Duration: 20 Minutes
Effect: This ability allows the psionic to mentally communicate and understand machines. This ability is a combination of object reading and telepathy that applies to mechanical devices only. It works by touching any non-artificially intelligent machine (bike, gun, plane, and so on) and have complete knowledge of exactly how the machine operates. The psionic skill rating is equal to L8. If touching an artificially intelligent machine, he can actually communicate with it telepathically. He can tap into a memory bank without using a terminal because the information would be sent directly into the psionic's mind. Unwilling AI's will get a +5 to saving throws. A saving throw must be made to counter the effect.

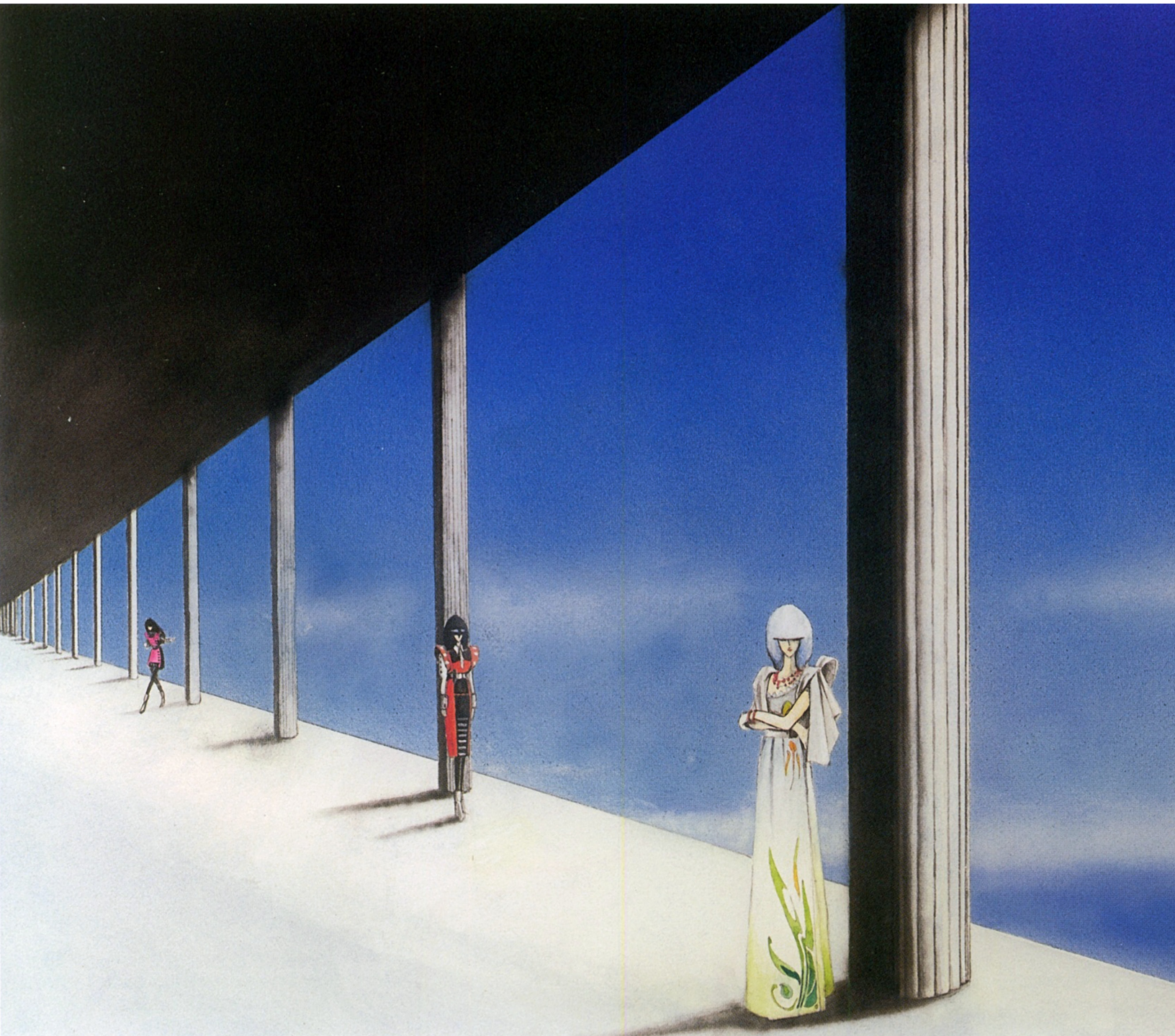
Time Distortion
PKE Points: 67
Range: Self
Duration: Instant
Effect: The psionic can distort the effects of time on his body. He could use this ability to gain another attack or movement instantaneously. By using this ability, the psionic looses two DH. This ability could only be used once per combat round or ten seconds. A failed roll means that the ability did not work and looses the attack or movement.

Time Navigation
PKE Points: 99
Range: Self/Touch
Duration: Instant
Effect: This extraordinary ability allows the psionic to actually travel in time. He and anyone/thing he touches or touches him goes along for the ride. The psionic can go backward or forward in time. The past cannot be changed. The future is just a possible future. When he travels, he stays in the same location and does not move at all. A failed roll means that the psionic is lost 3D6

times 10 years into the past or future from the desired time destination. All addition rolls are a -1 for each attempt to return "home." A saving throw must be made to counter the effect but at a -5 against the ability roll.

Time Negation
PKE Points: 69
Range: Self/Touch
Duration: Instant
Effect: The psionic can attempt to negate one action that place the previous turn or attack by making a successful roll. This action may only include the psionic and one item or creature, and this ability can only happen if the psionic is alive after the movement. This ability could only be used once per combat round or ten seconds.

Weather Manipulation
PKE Points: 71
Range: 100 Meter Radius
Duration: 10 Minutes
Effect: The psionic can create and control the limited weather condition outdoors within the radius, with varying effects based on the type of weather present. Temperature can be made to vary by 10 degrees Celsius (18 degrees Fahrenheit) and winds can be doubled or halved in speed or created at a chosen speed. This ability could only be used once six hours.



EQUIPMENT & MECHANICS

A well equipped character is an essential part of any role-playing game. Why you say? Can a chef cook without utensils? Can policemen detain a criminal without handcuffs or a side arm? Can you surive prolonged exposure to the sun without coth-ing? Can a soccer player play without a ball? There you have it.

The following is a listing of what types of equipment that characters could attain by purchase or by other means. While some of the equipment presented are very basic and require the most rudamentary skill, the more technologically advanced equipment will require spe-

Clothing

Item	Cost Ʉ (Units)
Street Shoes	40
Dress Shoes	275
Sandals	25
Blue Jeans	125
T-shirts	20
Casual Shirts	40
Leather Jackets	700
Under Garments	15
Cloth Belts	45
Sun Specs	100

Item	Cost Ʉ (Units)
Hightops:	150
Leather Boots	550
Casual Pants	75
Slacks:	100
Dress Shirts	80
Street Jacket	235
Cold Weather Jackets	450
Leather Belts	135
Tuxedos	1,300

All clothing mentioned above are all common clothing used throughout the star cluster. Different localities will have their own unique styles and could be named differently, but never-the-less, these are the common names.

Uniforms: Ʉ800-Ʉ1,200

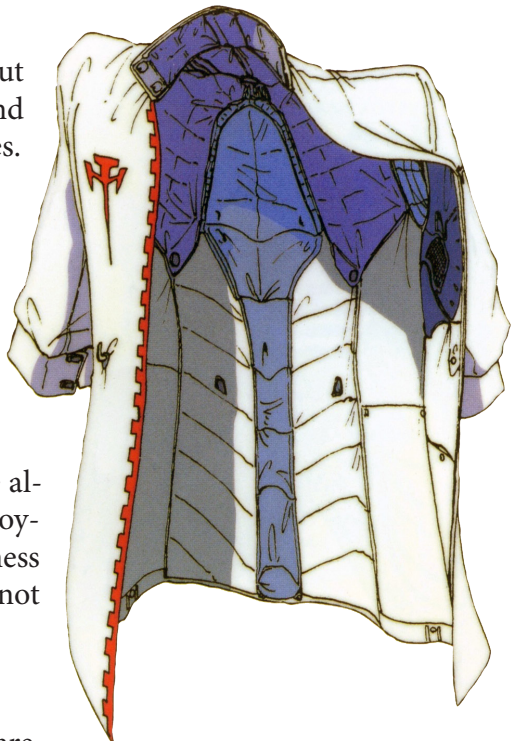
Uniforms vary from position to position: Military (Ʉ900), Medical (Ʉ1100), Law Enforcement (Ʉ800), Firefighting (Ʉ1,400), etc. Some Headliner groups will have their own special uniforms which vary from group to group, ie, the Mirage Knights.

Royalty Wear: Ʉ2,300-Ʉ5,500 units

Royalty wear varies from government to government. Only nobility are allowed to wear this type clothing. Any other social class caught wearing royalty wear could be imprisoned, executed, or both depending on the strictness of the government. Headliners are included, even if some Headliners are not considered royalty but could be hired retainer by some royal family.

Robes: Ʉ5-Ʉ2,100 units

Robes could be worn by anyone. Royal robes value from Ʉ1,500 and are made from the best material. Common robes are least expensive and are made from more common materials, but are still quite steep.



Mirage Knight Uniform (Common Style)

Utilities & Electronics List

Air Fan: A fan that blows air. ***Value:*** Ʉ25

Air Mask: A head unit fitted around the nose to filter out air pollutants for breathing. Also comes in an underwater model. ***Value:*** Ʉ165

Audio IC's: Media storage device for audio files only. Maximum capacity 2 hours. ***Value:*** Ʉ20 each

Audio Mics: Miniature microphone used for sound recording. ***Value:*** Ʉ65

Audio-Amp: Small audio amplifier. Maximum capacity of 400 watts at 2 ohms. ***Value:*** Ʉ280

Backpack: A large bag made of a variety of materials that is fitted on the back of a person or animal used to carry items. Maximum carrying capacity is 20 Kg. ***Value:*** Ʉ65

Backpack Transceiver: A large transceiver that is carried on the back. Range 10 Km. ***Value:*** Ʉ235

Binocs: A telescopic device that enhances objects closer for a better view. Range 1.6 Km. ***Value:*** Ʉ95

Bio-Medi Scan: Scanning device used to detect abnormalities in living tissue. ***Value:*** Ʉ365

Bio-Stasis Field: A device that creates an energy field to put living specimens in suspended animation. Duration 12 hours. ***Value:*** Ʉ510

Bioware Scanner: A specialized scanning device that detects defects in bioware attachments and enhancements. ***Value:*** Ʉ450

Canteen: Water or other liquid carrying device with built-in sterilizer. Maximum capacity up to 1 liter. ***Value:*** Ʉ20

Chronometer: Any type of analog or digital device that measures time. ***Value:*** Ʉ70

Combo-Lock: Old-fashion locking device that uses numbers as locking codes. ***Value:*** Ʉ5

Compass: Any analog or digital device that points to the magnetic north of a planet to be used to find direction. ***Value:*** Ʉ65

E-Cell Chargers: Charges up to four micro E-Cells in a matter of 1 hour. ***Value:*** Ʉ230

Electronics Toolkit: A toolkit used to repair basic electronic devices. Contains a soldering torch, soldering lead, voltmeter, and a number of electronic components for repair. ***Value:*** Ʉ125

Flashlight: A light stick. ***Value:*** Ʉ10

Hand PC: Portable hand held personal computer. 250 meg RAM. 150 MHz speed. Multi-com port. ***Value:*** Ʉ950

Hand Transceiver: A hand held transceiver. Range 5 Km. ***Value:*** Ʉ110

Handyman Tools: Basic toolkit equipped with screwdrivers, socket wrenches, mini-saws, and nails and screws for basic repairing. ***Value:*** Ʉ95

Head Gear: A micro-transceiver made to fit around the head. Range 2 Km. ***Value:*** Ʉ325

Headlight: A hat equipped with a light source for seeing in the dark. ***Value:*** Ʉ35

Hip Pouch: A small pouch made up of a variety of materials that is tied around the wait to carry small objects. Maximum carry limit of 3 Kg. ***Value:*** Ʉ25

Holo Player: Portable hologram player. ***Value:*** Ʉ1500

Holo-Cam: Mini hologram image camcorder. ***Value:*** Ʉ1,750

IC Keyboard: Digital mini keyboard. Comes in a variety of styles. ***Value:*** Ʉ375

IC-Lock: An electronic locking device that used an alpha-numeric keypad for security locking. ***Value:*** Ʉ50

IC Viewer: Picture viewer for images recorded on video ICs. ***Value:*** Ʉ225

IC Cam: Portable hand-held picture camera. ***Value:*** Ʉ670

InfoDisc: Personal media storage device for storage of computer information or personal information. Used for all services that includes cash transactions, identification, law enforcement, financial standing, etc. It is required for all people to carry one. Individuals with-

out a card is subject to death penalty. Maximum capacity for computer information is 10 gigabytes. ***Value:*** Personal Info-Ʉ50, Data Storage Ʉ30 each

Infra Specs: A head unit that is used for seeing into the infrared light spectrum (heat). Range 30 meters. ***Value:*** Ʉ150

Laptop PC: Small portable computer. 500 meg RAM. 250 MHz speed. 2 Multi-com ports. ***Value:*** Ʉ2,550

Lock Pix: A lock-picking kit that enables a locksmith to break locks (excludes print, retina, and voice locks). ***Value:*** Ʉ600

Luggage: A traveling luggage set to store personal items and toiletries. It comes in a wide variety of colors, materials, and styles. ***Value:*** Ʉ100-Ʉ300

Medi-Kit: A basic medical emergency kit that contains bandages and pain killers for minor wound healing. Equivalent to untrained healing. ***Value:*** Ʉ120

Micro E-Cells: State-of-the-art rechargeable power supply for the majority of power driven devices. Under normal use, the cells give out power for 12 hours. ***Value:*** Ʉ50

Micro-stove: A small heating element contained in a small assembly used for cooking food. ***Value:*** Ʉ55

MicroDisc Cam: A small portable video recording camera. ***Value:*** Ʉ2,100

MicroDisc VCR: A device that plays video-audio files recorded on microdiscs. ***Value:*** Ʉ1,300

MicroDiscs: Media storage device for video-audio files only. Maximum capacity 8 hours. Holographics capacity is 6 hours. ***Value:*** Ʉ35 each

Mini CRT: A flat 2 cm screen used for image viewing. Could be used on a multitude of video devices. ***Value:*** Ʉ500

Nano Med Healer: Specialized medical kit that uses micro-robots to repair damaged body tissues. The micro-robots have enough power to be used five times before they become inert. Equivalent to paramedic and nurse healing. ***Value:*** Ʉ850

Optimodems: Ultra fast data computer-to-computer communications. Needs a multi-com port. Fast 50 mbps data transfer speed. AKD-5gh data compression compliant. ***Value:*** Ʉ750

Oxygen Tank: Tank that contains compressed oxygen for breathing. Contains 2 hours of oxygen. ***Value:*** Ʉ350

Pocket Radio: Small hand-held radio receiver used for entertainment. ***Value:*** Ʉ100

Print Lock: A complex security locking device that uses fingerprints as coding/decoding combinations for locking. ***Value:*** Ʉ240

Retina Lock: A complex security locking device that uses the eyes retina pattern as coding/decoding combinations for locking. ***Value:*** Ʉ360

Rope: A rope made of hemp or nylon. Length 20 to 100 meters. ***Value:*** Ʉ25

Sleeping Bag: A portable sleeping device that could be folded or rolled up and used anywhere. ***Value:*** Ʉ120

Slug Ammo: Old-fashion ammunition of slug projectiles. ***Value:*** Ʉ2 each/ 100 maximum

Speaker Boxs: Mini speakers with a dynamic range of 5 Hz to 220 kHz. Maximum wattage is 300 watts at 2 ohms. ***Value:*** Ʉ225

Syn-Drums: Digital electronic drums. Comes in a variety of styles. ***Value:*** Ʉ210

Syn-Guitars: Digital electronic string instrument. Comes in a variety of styles. ***Value:*** Ʉ635

Tape: Tape used to mend, seal and many other purposes. ***Value:*** Ʉ5

Ulta-Faxs: Hi-speed fax devices. Fax at 7.9 mbps. AKD-IV compliant. ***Value:*** Ʉ840

Ultra-V Specs: A head unit that is used for seeing into the ultra-violet light spectrum. Range 30 meters. ***Value:*** Ʉ205

Video IC: Media storage device for video pictures files only. Maximum capacity 50 picture files. ***Value:*** Ʉ25 each

Voice Lock: A complex security locking device that uses a voice pattern as coding/decoding combinations for

locking. *Value:* Ʉ540

Welding Kit: A mini-welding kit equipped with a welding torch, fuel, and metal strips used to join metal together. *Value:* Ʉ85

NOTE: Many of the terms used in the descriptions may seem archaic and hallarious, but this was written at time when such items and terms haven't existed that we use today. But to keep it nostalgic, they're staying the way they are.

Weapons

Archery

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Short Bow	100	.5	N/A	2/rnd	500	Varies	N/A
(Arrows)	5 each	.5 per 10	1D6	N/A	N/A	N/A	N/A
Long Bow	150	1	N/A	2/rnd	800	Varies	N/A
Cross Bow	150	2	N/A	3/rnd	800	Varies	N/A
(Bolts)	15 each	.5 per 10	1D8	N/A	N/A	N/A	N/A
Composite Short Bow	750	.5	N/A	2/rnd	700	Varies	N/A
Composite Long Bow	950	.5	N/A	2/rnd	900	Varies	N/A
Composite Cross Bow	1,100	1.5	N/A	3/rnd	1100	Varies	N/A
Composite Cross Bow Pistol	650	1	N/A	4/rnd	400	Varies	N/A
Lt. Explosive Arrow	75	1.5 per 10	1D4x5	N/A	N/A	N/A	5m
Med. Explosive Arrow	250	2.3 per 10	1D4x10 / 1D4 DH	N/A	N/A	N/A	10m
High Explosive Arrow	550	5 per 10	1D6x10 / 1D10 DH	N/A	N/A	N/A	20m

Automatic Pistols

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
.45 Black Whip	400	2	4D6	3/rnd	45	7	N/A
7.6 Magnus	325	2	2D6	3/rnd	40	10	N/A
9mm Addler	450	2.5	3D6	3/rnd	40	15	N/A

Automatic Rifles

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
5.5 Uricul Assault Rifle	1,100	3	4D6	Burst	1000	30	N/A

Black Powder

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Musket	75	1.5	1D4	1/rnd	30	1	N/A

Blunt Weapons & Axes

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Battle Axe	150	2	2D8	#/atk	2.5	N/A	N/A
Battle Club	75	2.5	2D6	#/atk	1.5	N/A	N/A
Battle Mace	75	1.5	1D10	#/atk	2	N/A	N/A
Camping Axe	15	.5	2	#/atk	1	N/A	N/A
Club	25	2	1D8	#/atk	1	N/A	N/A
Hammer	10	.5	1D4	#/atk	1	N/A	N/A
Log Axe	50	1	1D4	#/atk	1.5	N/A	N/A

circle. Make skills to use.	50	1	1D6	#/atk	1	N/A	N/A
Morning Star	100	1.5	1D8	#/atk	2.5	N/A	N/A
Spiked Club	200	3	2D8	#/atk	2	N/A	N/A
War hammer	100	2	1D8	#/atk	2	N/A	N/A

Chained Weapons

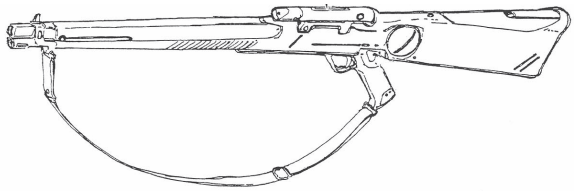
Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Ball & Chain	150	2	1D8+5	#/atk	4	N/A	N/A
Flail	275	2	2D6	#/atk	3	N/A	N/A
Nunchaku	50	2.5	1D8+5	#/atk	3	N/A	N/A

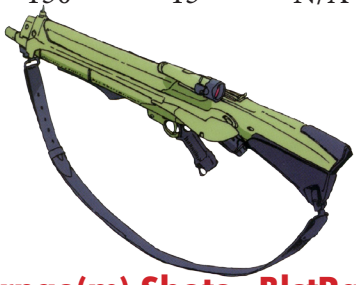
Darts & Thrown Weapons

Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Blow Gun	20	.1	2	3/rnd	50	1	N/A
Dart	10	.1	1	#/atk	N/A	N/A	N/A
Energy Darts	130	.1	3D8	#/atk	N/A	N/A	N/A
Hand Grenade	70	.5	1D4x5	2/rnd	N/A	N/A	10 m
Shuriken	25	.5 per 8	1D4	#/atk	N/A	N/A	N/A
Sling	15	.1	1D6	3/rnd	100	N/A	N/A
Spikes	5	.1	1	#/atk	N/A	N/A	N/A

Energy Pistols

Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
CZ-501	1200	1	1D4	#/atk	150	15	N/A





Energy Rifles

Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
Krup PAC-40	1,400	3	4D6 / 1D6 DH	Burst	1500	25	N/A
M-U-17	1,600	2.7	3D6 / 1D4 DH	#atk	800	20	N/A
Henel Stg-44	2,000	2	3D6 / 1D4 DH	Burst	1500	50	N/A

Knives

Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
"Meat" Cleaver	100	1	1D10	#/atk	1	N/A	N/A
Knife	50	.3	1D6	#/atk	1	N/A	N/A
Long Dagger	50	.1	1D6	#/atk	1	N/A	N/A
Short Dagger	25	.1	1D4	#/atk	1	N/A	N/A

Military Weapons

Weapon Type	Value (Ü)	Wt(Kg)	Dam	RoF	Mrnge(m)	Shots	BlstRad
50mm Assault MAC	1,900	10	4D6	Burst	900	200	N/A
Flame Launcher	250	6	1D10/rnd	3/rnd	30	20	2/min of fire

Gross S.A.M.	720	505	1D8x20	1	2000	1	40
Light Anti-Tank Rocket	1,000	2	1D6x10	1	1000	1	20
Recoilless Rifle	1,700	15	1D6x10	2/rnd	400	15	10
Rocket Launcher	500	5	1D4x10	1	1000	1	10

Shotguns

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge	Shots	BlstRad
Backroads 4	300	1	1D4X5	2/rnd	50	1	.5 m
TP-70 Pump Shotgun	800	1.5	1D6x10	2/rnd	60	2	.5 m

Staves, Spears, and Poles

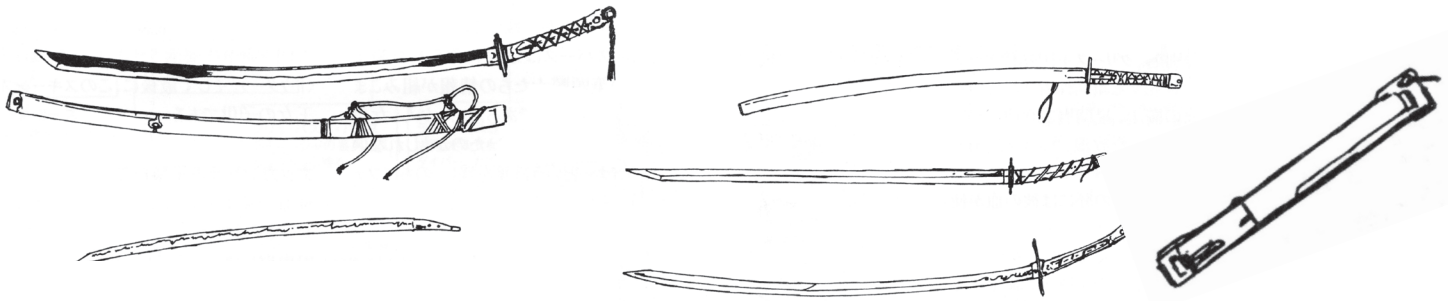
Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge	Shots	BlstRad
Bo Staff	100	2.5	1D8+2	#/atk	3	N/A	N/A
Halberd	600	2.5	3D6	#/atk	5	N/A	N/A
Iron Staff	250	2.5	3D6	#/atk	4	N/A	N/A
Javelin	75	2	1D6+2	#/atk	3	N/A	N/A
Long Spear	125	2.5	1D8	#/atk	4	N/A	N/A
Quarter Staff	150	2.5	3D4	#/atk	4	N/A	N/A
Scythe	450	3.5	1D8	#/atk	3	N/A	N/A
Short Spear	90	2	1D6	#/atk	3	N/A	N/A
Tident	100	2	1D6+4	#/atk	3	N/A	N/A

Sub-Machine Guns

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge	Shots	BlstRad
9mm Delta Uzi Type	1,000	4	2D6	Burst	250	30	N/A

Swords

Weapon Type	Value (Ʉ)	Wt(Kg)	Dam	RoF	Mrnge	Shots	BlstRad
Bastard Sword	550	4.5	3D4	#/atk	3	N/A	N/A
Bora-bola	900	.5	4D10	#/atk	reach	N/A	N/A
Broad Sword	400	4	3D6+2	#/atk	2.5	N/A	N/A
Cutlass	300	2	1D8+1	#/atk	2	N/A	N/A
Falcon Blade	600	3	3D4+3	#/atk	3	N/A	N/A
Katana	500	2	3D4	#/atk	2	N/A	N/A
Long Sword	300	3.5	3D6	#/atk	3	N/A	N/A
Sabre	225	1.5	1D6+3	#/atk	1.7	N/A	N/A
Scimitar	200	1.5	1D6+2	#/atk	1.5	N/A	N/A
Short Sword	125	2.5	1D8	#/atk	1.5	N/A	N/A
Spud (Royalty Only)	1,500	.5	2D10 / 1D4 DH	#/atk	reach	N/A	N/A



Personal Body Armor

Body armor gives the character additional protection from physical damage. The types of conventional armor are divided into three groups; Ancient, Modern, and Armored Suits.

Ancient body armor are made from easy to obtain materials such leather and metal. With these materials, various types of ancient wares were created providing the wearer fairly good protection. Since they are made from natural materials, the more protect they provide, the bulkier they get giving poor mobility.

Modern body armor are made from newer types of lightweight materials. They provide good protection while light enough not to hinder mobility. In order to keep the wearer mobile, they are developed as partial or full vest types. While protecting the torso from additional damage, the extremities are vulnerable to damage.

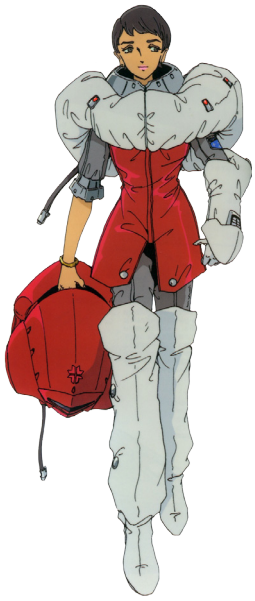
The last category of conventional armor are the armored suit types. These types provide full protection for the wearer. They are made from very various exotic light composite materials from leather to composite plastics. Even though they are made from the these material and provide good overall protection, the more protection they provide, the bulkier they get.

Ancient Armor

Type	D.R.	D.H.	Mobil	Penlty	Avail	Weight (kg)	Value (Ʉ)
Cloth	0	1	Good	N/A	VC	.5	10
Leather	1	5	Good	N/A	VC	1	25
Padded/Quilted	1	8	Good	N/A	C	1	30
Studded Leather	1	10	Good	N/A	C	1.5	40
Chain Mail	2	20	Fair	-1	R	10	75
Scale Mail	3	25	Fair	-2	R	15	125
Plate Mail	4	40	Poor	-3	VR	20	200

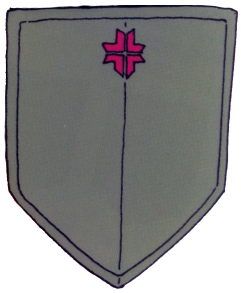
Modern Armor

Type	D.R.	D.H.	Mobil	Penlty	Avail	Weight (kg)	Value (Ʉ)
Flack	2	10	Good	N/A	C	2	50
Concealed Flack	2	10	Good	N/A	R	2	60
Riot Gear	3	15	Good	N/A	R	3	120
Kevler Vest	4	20	Good	N/A	R	5	300
Fiberglass Vest	5	25	Fair	-1	VR	5	450
Plastic Vest	5	35	Fair	-2	VR	5	500



Armored Suits

Type	D.R.	D.H.	Mobil	Penlty	Avail	Weight (kg)	Value (Ʉ)
Driving Leather	1	10	Good	N/A	VC	2	100
Cycle Leather	2	12	Good	N/A	VC	2	120
Bio Suit	2	15	Good	N/A	C	2	150
Flight Suit	3	15	Good	N/A	C	3	1,165
Lt. Space Suit	3	20	Fair	-2	R	4	1,200
Hvy Space Suit	4	35	Poor	-3	VR	8	1,800
Riot Armor	5	50	Poor	-4	VR	10	2,500
Fiberglass Armor	6	70	Poor	-5	VR	12	3,100



Shields

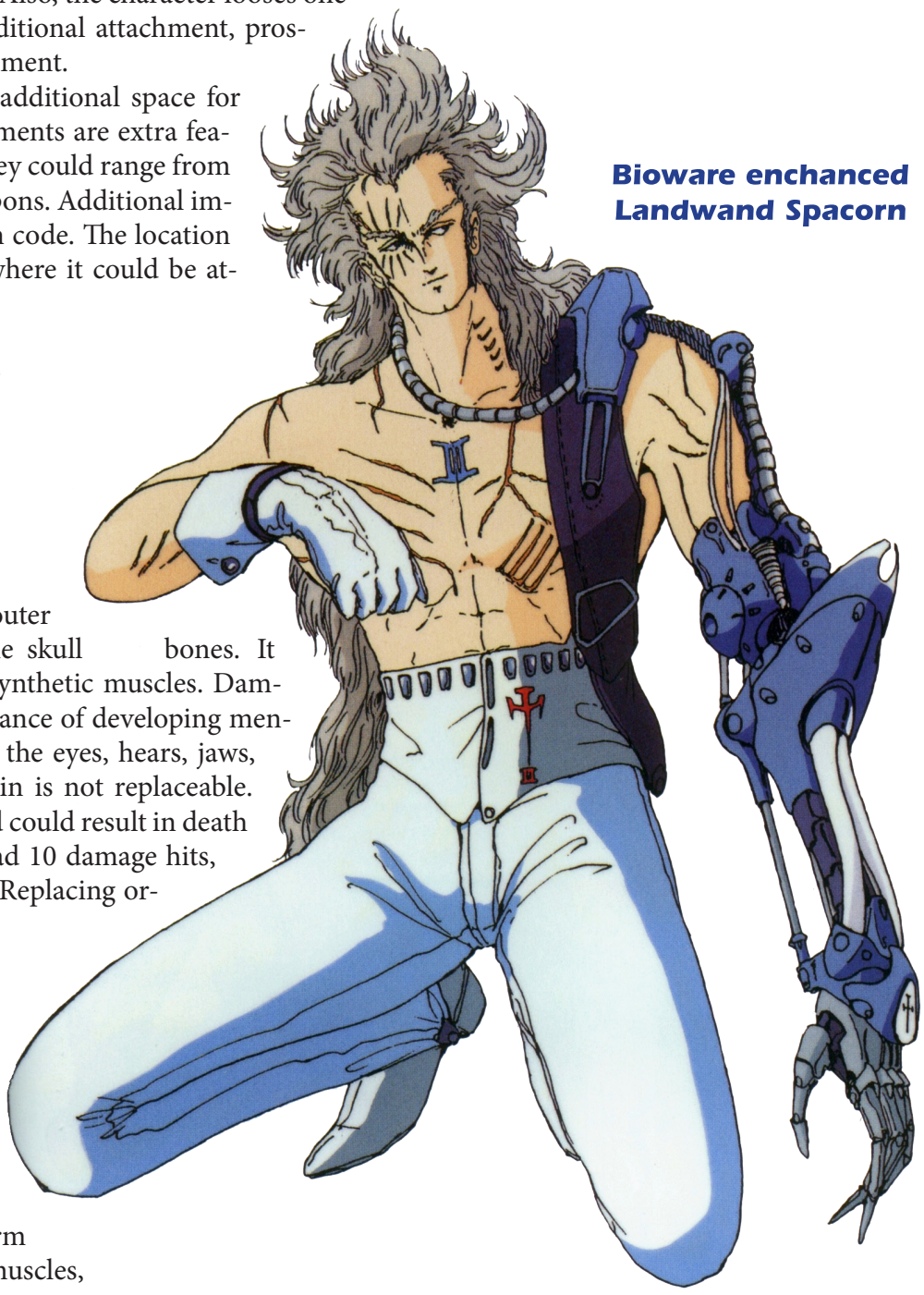
Type	D.R.	D.H.	Mobil	Penlty	Avail	Weight (kg)	Value (Ʉ)
Metal Shields	+2	+10	Fair	-2	C	2	500
Military Shields	+2	+25	Fair	N/A	R	2	1,150

Bioware Implants & Replacements

Bioware is the generic term for cybernetics and bionics. They refer to any type of technological enhancement for humans. The range of bioware could be from arm prosthetics to organ replacements. Their main purpose is to replace damaged extremities or organs and to make the human body stronger or more alert. Besides their main purpose, they are also used to make fashion statements. Bioware replacements do not allow the sense of touch, pressure, heat, or cold.

Ever since the development of bioware, there are still some side-effects. The most prominent side-effect is the development of mental instabilities in the human mind. Even though drugs were developed to counteract physical rejection, for some reason medical science has not developed a drug to counteract mental rejection. The human body still rejects the enhancements to the body in some way or another. With the replacement of arms, legs, and the torso, there is a 10% chance that the character will develop a mental instability. With partial replacements to the head, there is a 20% chance that a mental instability will develop. Any additional attachment will increase the chance of developing a mental instability by 15% for each additional attachment. The replacement of internal organs does not cause the development of any instability. PKE points are reduced by 5 for each additional attachment, prosthetic or any type of implant or attachment. Also, the character looses one psionic ability (if any) form each additional attachment, prosthetic or any type of implant or attachment.

Each bioware prosthetic will have additional space for other attachments. Additional attachments are extra feature that are added to a prosthetic. They could range from life-like skin to a concealed laser weapons. Additional implant attachments will have a location code. The location code corresponds to the prosthetic where it could be attached to.



Bioware enchanced Landwand Spacorn

Location Prosthetic CodeType

HP – Head Prosthetic
AP – Arm or Hand Prosthetic
LP – Leg Prosthetic
TP – Torso Prosthetic

Head Prosthetics

The head prosthetic is only an outer metallic or plastic case replacing the skull bones. It includes stock micro-actuators and synthetic muscles. Damage done to the head increases the chance of developing mental instabilities by 40%. Even though the eyes, hears, jaws, and teeth could be replaced, the brain is not replaceable. Damage to the brain is permanent and could result in death (95%). The replacement gives the head 10 damage hits, no defensive rating, and no bonuses. Replacing organs in the head is not advisable.

Additional Capabilities

6 Spaces for attachments

Arm Prosthetics

Arm prosthetics are replacements for damaged arms. The basic replacement looks like a metallic arm with ball joints. Internal parts of an arm prosthetic include stock synthetic muscles,

actuators, micro-batteries, and neuro-interfaces. Its movement capabilities are just like normal arms. This bioware increases the arms' agility and strength. The arm prosthetic has 10 damage hits and a defensive rating of +1.

Additional Capabilities

8 Spaces for attachments
+2 Strike +3 Parry +1 Initiative
+10 Additional Physical Damage
Lift additional 25 kilograms

Leg Prosthetics

Leg prosthetics are replacements for damaged arms. The basic replacement looks like a metallic leg with ball joints. Internal parts of an arm prosthetic include stock synthetic muscles, actuators, micro-batteries, and neuro-interfaces. Its movement capabilities are just like normal legs. This bioware increases the legs' endurance. The leg prosthetic has 20 damage hits and a defensive rating of +2.

Additional Capabilities

6 Spaces for attachments
+2 Dodge +3 Block
Run additional 10 meters per second

Torso Prosthetics

Torso prosthetic is the body replacement for the torso. It basically looks like metal armor surrounding the body. Its inter parts include stock synthetic abdominal and back muscles, metallic ribs and back bones, neuro-interfaces, and micro batteries. Just like a normal body, it s designed to protect the internal organs from damage. It also provides additional protection. Normal damage hits from STR and END are gone. The torso prosthetic provides the character with 40 damage hits and a defensive rating of +3.

Additional Capabilities

10 Spaces for attachments
Weight increases by 15 kilograms

Bioware Implants List

Artificial Heart
Location Code: TP
Spaces: 3
Value: Ʉ1,000
This implant is a replacement for the original damaged heart. Its function is like a normal heart but its efficiency is fifty percent higher.

Artificial Kidney
Location Code: TP
Spaces: 1 Each
Value: Ʉ500 Each
A replacement for a damaged kidney. It filters toxic chemicals from the body more efficiently than normal kidneys.

Artificial Lungs
Location Code: TP
Spaces: 2 Each
Value: Ʉ700 Each
The artificial lungs are replacements for the original lungs. It is more efficient that a normal lung delivering higher amounts of oxygen to the body while discharging equal amounts of carbon dioxide from the body. One side-effect if the lung is that when harmful gasses are breathed in, the body reacts quicker to the gasses.

Inner Replacement Ear
Location Code: HP
Spaces: 2
Value: Ʉ1,000
Completely rebuilds inner ear and eardrum to create perfect human hearing.

Larynx & Voice Box
Location Code: TP
Spaces: 2
Value: Ʉ700
Replaces the damaged organ with a synthetic system that can simulate human voice. The voice can be made to simulate the original voice. A good quality record of the original voice is required. It cannot simulate any other voice once it is set. In a case that there is no original voice recording, an alternate voice may be chosen.

Micro Muscles
Location Code: ANY
Spaces: N/A
Value: Ʉ50 per 10 sq/cm
A replacement for damaged muscles. Each micro muscle is composed of micro-hydraulics controlled by electrical impulses from the brain. Better than original or synthetic muscle tissue. Adds +2 to STR trait.

Nasal Replacement Passage
Location Code: HP
Spaces: 2
Value: Ʉ600
Restores or replaces damaged nasal passages with synthetic skin and smell sensors.

Outer Replacement Nose
Location Code: HP
Spaces: N/A
Value: Ʉ300
A cosmetic procedure that replaces the damaged or missing nose with natural looking living tissue built over a synthetic frame.

Reinforcement Bones
Location Code: ANY
Spaces: N/A
Value: Ʉ150 per 10 cm
This is the replacement of damage bones. They are made up of composite material which are light and long lasting. They need to be replaced every five years.

Replacement Lips
Location Code: HP
Spaces: N/A
Value: Ʉ350
A cosmetic procedure that replaces damaged or missing lips with natural looking living tissue.

Skin Replacement
Location Code: TP
Spaces: N/A
Value: Ʉ100
This is artificial skin replacement that replaces damaged original skin.

Synthetic Tongue
Location Code: HP
Spaces: 1
Value: Ʉ700
Replaces a damaged tongue with a synthetic one composed of living tissue, blood vessels, and taste buds/sensors.

Bioware Weapons

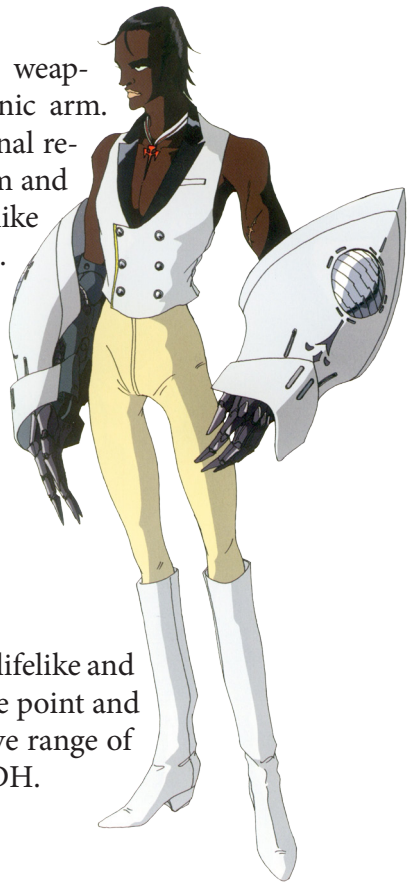
Arm Vibro-Saw
Location Code: AP
Spaces: 8
Value: Ʉ35,000 Each Arm
These vibro-saws are built into the arm structure. They cause 3D10 DH plus strength damage.

Arm Weapons
Location Code: AP
Spaces: 8
Value: Varies
A weapon unit that is built onto the interior of the forearm. A selection different weapons is available. Only one weapon type can be built into an individual arm (uses up all spaces for the arm and hand). Because of the excess weight and awkwardness of the weapon, there is a penalty of -2 to strike and dodge during combat.

Weapon Type	Dam	RoF	Mrnge	Shots	BlstRad	Value
Laser	2D6	1/atk	610 m	20	N/A	20,000
Ion	2D6	1/atk	340 m	20	N/A	20,000
Plasma	4D6	1/atk	300 m	15	5 m	35,000
Particle Beam	6D6x5	1/atk	300 m	10	N/A	40,000
Machine-gun	2D4	Burst	600 m	50	.5 m	20,000
Micro-Missile	1D4x10	1/atk	2 km	2	5 m	50,000

Climbing Cord
Location Code: AP
Spaces: 3
Value: Ʉ1,500
It is similar to the garrote wire. This is a 20 meter length of 675 kg test cord and no thicker than a nylon fishing line. The climbing cord if primarily used for espionage. A weight can be attached and used as a weapon causing 1D6 DH damage. A small grappling hook can be attached for climbing.

Concealed Laser
Location Code: AP, LP
Spaces: 5
Value: Ʉ5,000
A small gun barrel-like weapon concealed into the bionic arm. When needed, a neural signal releases the rod out of the arm and into the hand of the wearer like a pistol. Damage: 1D6 DH. Range: 225 meters. RoF: Equal to number of hand to hand attacks per combat round. Payload: 10 blasts before needing recharging.



Finger Gun
Location Code: AP
Spaces: 2
Value: Ʉ100
One finger is not quite as lifelike and does not bend. This is a one point and fire shot gun. It has affective range of 100 meters and does 3D6 DH.

Ion Finger Blaster

Location Code: AP
Spaces: 4
Value: Ʉ10,000

A tiny high-damage weapon contained in a finger. Note that only one finger per hand can contain a weapon. Damage: 1D4 DH. Range: 90 meters. RoF: To 3 per combat round. Payload: 6 blasts per energy cell before needing recharging. Requires four hours to recharge an energy cell and one ion blaster per hand.

Laser Torch
Location Code: AP
Spaces: 2
Value: Ʉ5,000

A simple laser tool similar to welders' torch used to cut or weld metals. Damage: Two settings 1D6 or 3D6 DH. Range: 15 meters. RoF: Up to 4 per combat round. Payload: 12 blasts before needing to recharge. 30 minutes to recharge.

Micro Computer
Location Code: AP, LP
Spaces: 5
Value: Ʉ1,500

A miniature similar to the tiny organizer-type model with 50 MB memory. It is built into the forearm of the person. The user must have the appropriate skill to use this device (Computer Operation is minimal).

Microblade Fingernails
Location Code: AP
Spaces: 1
Value: Ʉ100 per Each Nail

The fingernails are replaced with artificial nails that are razor sharp. These nails can be carefully used as tiny blade weapons in a slashing or clawing attack. Each nail does 2 DH.

Retractable Finger Microblades
Location Code: AP
Spaces: 3
Value: Ʉ1200 per Finger

Blades are five to ten centimeters long and double-edged blades retract from the finger and appear as finger nails. Damage: 1D4 DH per each finger plus additional damage from the strength trait.

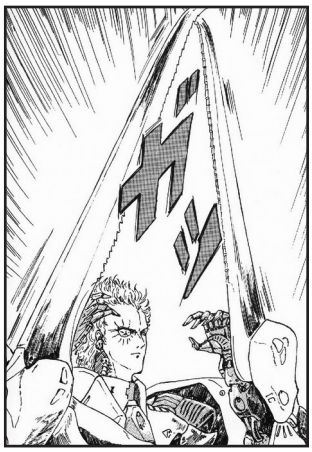
Retractable Hand Blades
Location Code: AP
Spaces: 3
Value: Ʉ2,500

Two to four long blades that are concealed in the forearm until needed for combat. The blades extend out to about .75 meters from the forearm through openings through the back of the hand. They are used like a short sword and adds 3D6 DH damage to an attack.

Retractable Knuckle Razors
Location Code: AP
Spaces: 3
Value: Ʉ2,500

Four ten to 15 centimeter blades retract from the knuckle housings. It adds 3D4 DH damage to hand to hand attacks plus additional damage from the strength trait.

Vibro-Blades
Location Code: AP
Spaces: 5
Value: Ʉ3,000



The are just like the retractable hand blades, except that there vibrating blades do 1D6x5 DH to and target.

Wrist Wire
Location Code: AP
Spaces: 3
Value: Ʉ200

A thin, strong wire is hidden inside a prosthetic wrist junction that can be pulled out and used to strangle an opponent. Damage done is 1D4 DH per attack round.

Bioware Sensors & Equipment

Amplified Hearing
Location Code: HP
Spaces: 4
Value: Ʉ1,400

A system of tiny sound amplifiers, microphones, and receivers are built into the ear canal, enabling the character hear almost inaudible sounds at 100 meters away. The amplified hearing also enables the character to accurately estimate the distance and location of the sound source.

Bonuses: +1 to parry, +2 to dodge, +6 on initiative.

Arm/Hand Energy Cell Port
Location Code: AP, LP
Spaces: 3
Value: Ʉ4,000

A connector device is attached to the hand or arm, enabling the person to attach additional energy cells to power his bionic energy weapons. A separate connector

device is needed for each individual energy weapon.

Finger Cyberjack
Location Code: AP
Spaces: 4
Value: Ʊ3,000
The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots to receive direct data transmissions.

Infrared Sensor
Location Code: HP
Spaces: 4
Value: Ʊ900
This type of optical enhancement relies on a source of infrared light, a pencil thin beam of light projected from the eve to the target. The narrowness of the beam limits the viewing area to a small area of about 5 meters and a range of 350 meters. The character can see through darkness.

Infra-Ultra Eye
Location Code: HP
Spaces: 4
Value: Ʊ1,300
A natural, but a bit unusual looking eye. The pupil is noticeably larger than a normal eye's and the iris is an unusual violet or alizarin color. This eye enables the character to see into the infrared and ultraviolet spectrums of color.

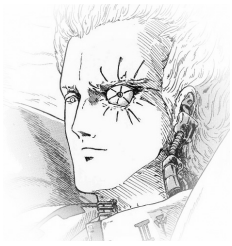
Internal Chronometer
Location Code: TP
Spaces: 2
Value: Ʊ250
A device that can be implanted almost anywhere, that continuously keeps track of the exact time, down to l00th of a second, as well as the calendar date.

Internal Gyro-Compass
Location Code: TP
Spaces: 2
Value: Ʊ500
A device that can be implanted almost anywhere, that can always locate north and the other directions, as well as up and down.

Micro Still Camera
Location Code: AP
Spaces: 4
Value: Ʊ500
A tiny still camera fits inside the tip of one finger. The camera can shoot 24 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture with the correct movement of the hand. Film costs about Ʊ50 per microfilm and takes about 10 seconds to reload.

Micro Video
Location Code: HP
Spaces: 4
Value: Ʊ1,200
The tiny video recorder tapes everything the person looks at and hears. The images are recorded on a two hour, one inch video disc that is slipped into an implant in the skull. The disc can be easily ejected from a tiny slot and a new one put in.

Molecular Analyzer
Location Code: TP, HP, AP, LP
Spaces: 3, 2, 3, 3
Value: Ʊ800
This microprocessor based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical and dangerous molecules.



Multi Optic Eye
Location Code: HP
Spaces: 4
Value: Ʊ20,000
A mechanical optic system that includes the following:

- Telescopic: 4x magnification, range 1800 meters
- Macro lens: 8 x magnification, range 10 centimeters
- Passive night vision: Range 600 meters
- Thermo-imaging: Range: 600 meters
- Light filters: Reduces glare
- Targeting display: Adds a bonus of + 1 to strike with any weapon.

Optic Nerve Video Implant
Location Code: HP
Spaces: 2
Value: Ʊ4,000
This advanced operation implants an optical sensor right on the optic nerve. The implant enables the recipient to see video transmissions in his head/eyes.

Oxygen Cell
Location Code: TP
Spaces: 2
Value: Ʊ100
A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal

breathing. When oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 30 minutes. Note that the character must breathe normally for about an hour to recharge the cell between uses.

Polarized Eye
Location Code: HP
Spaces: 4
Value: Ʊ120
Looks completely natural, but has the capability of polarized vision. The glare of bright light and sunlight is filtered.

Sensor Hand
Location Code: AP
Spaces: 4
Value: Ʊ9,000
A special prosthetic hand filled with sensors can be used to replace a severed human hand. The sensor hand is implanted with the following sensors: heat, motion detector, radiation detector, radar detection, micro gyro, and chronograph.

Simulated Real Eye
Location Code: HP
Spaces: 4
Value: Ʊ100
A natural, realistic eye that appears and functions exactly like the real thing, but is created in the laboratory with synthetic tissue and nano-technology.

Sound Filtration System
Location Code: HP
Spaces: 2
Value: Ʊ500
This filter will automatically react to potentially damaging sounds by plugging or filtering ear. Sounds are muffled to protect the character from deafening or disorienting levels of sounds.

Targeting Sight
Location Code: HP
Spaces: 4
Value: Ʊ3,000
This is a feature that can be added to any of the mechanical eyes. Cross hairs are superimposed over the visual image to help focus on a specific target area and adds a bonus of + 1 to strike when using any weapon. More than one multiple targeting sight does not give additional bonuses.

Telescopic Sight
Location Code: HP
Spaces: 4
Value: Ʊ400
The eye has a telescopic lens for long distance viewing range of 1800 meters.

Thermal Imager
Location Code: HP
Spaces: 4
Value: Ʊ2,000
This artificial eye simulates normal human vision, with the added feature of an optical heat sensor. The sensors translates the infrared radiation of warm objects into a visible image. The character sees the heat as bands of color and can see in darkness and shadows.

Toxic Gas Filter
Location Code: TP
Spaces: 3
Value: Ʊ1,300
A mechanism designed to filter most toxic gases out before they enter the lungs. The filter is effective against all types of tear gas, poisons, nerve gas, smoke, and purely chemical fumes.

Ultrasonic Ears
Location Code: HP
Spaces: 4
Value: Ʊ400
This increases hearing reception into the ultrasonic frequency sound range. The character can hear the high-pitched whine of a television capacitor or dog whistle, inaudible to normal humans, up to 80 meters.

Underwater Eyes
Location Code: HP
Spaces: 4
Value: Ʊ700
The eye lens is designed to automatically distort when submerged underwater, enabling it to compensate to the watery environment without need of goggles or other eye protection.

Universal Head Cyberjack
Location Code: HP
Spaces: 4
Value: Ʊ3,100
This is a special connector or pack that is built into the skull, usually at the base of the head or the ear. The combination enables characters to plug into a variety of microprocessor type electronics. It includes most communications equipment, video systems, radar detection devices, and more conventional items like CD players,

The super MOUSE's that Lachesis will come upon in Berlin 1945 can only be called "kind of cute" when compared to the scale of the air ballele, the sight of which would have illicited only one comment from the German high command, "We surrender!" After all, seven or eight rounds from those two 188's could blow an aircraft carrier the size of the Enterprise or the Yamato right out of the water!

E-75

Nation: AKD
Length: 8.9m
Weight: 22 tons
Engine:
Weaponry:
185mm cannon
biralkema
machine beam cannon x2

As introduced in FSS Vol. IV, the Air Ballele airborne tank is the main weapon of the Colus Dynasty's Atmospheric Forces. Offically known as the Me-2 Type 62c (the "c" means it meets Colus design standards), these air balleles are massive pieces of military machinery equipped with twin 180mm gun launchers, but without turrets, making the guns themselves virtually immobile. The way in which they are aimed is similar to the Swedish-built S-Tank that freely maneuvers the vehicle vertically and laterally. The Me-2 is capable of take-off on as little as 50 meters of runway and can fly at up to 250km/hr. In battle, the tank is flown so that the commander and gunner are always looking at their opponent straight down the muzzles of the two launchers. In this position, the Me-2 is least vulnerable to enemy fire and can activate its energy barrier most effectively.

The superior performance of the Me-2 is best attested to by the fact that is deployed in the armies of over 80 countries in the Galaxy, 10 of them, including the Trio de Colus, holding licenses to manufacture the tank. Incidentally, the Amaterasu Kingdom Demesnes forces (not the Mirage Knights) employ a model of the air ballele in defending part of their territory on Addler.

This brings us to the question of variation. Me-2s vary as much as the M4 Sherman, the former having a number of hull designs on which to mount the two launchers. As a mailer of fact, the scene from FSS Vol. IV would lead us to believe that no two are exactly alike.

Another important reason why the Me-2 is so popular is that what we have described as storage bins in the rear of the hull are in fact often converted into troop carriers, capable of trans-porting 15 soldiers fully equipped for battle. The bins can also be used as command modules or normal freight containers.

The Me-2's hull and armor are painted in the Dynasty's characteristic "mocking bird" green. At the Battle of Atork, however, desert yellow was considered more appropriate. The Me-2 is a huge tank, twice as long and 4.5 times as heavy as the T-72M (see the above illustration), but when operating on the ground, it stands no higher than a SHILKA.

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FLAME: